

005220\*12060560

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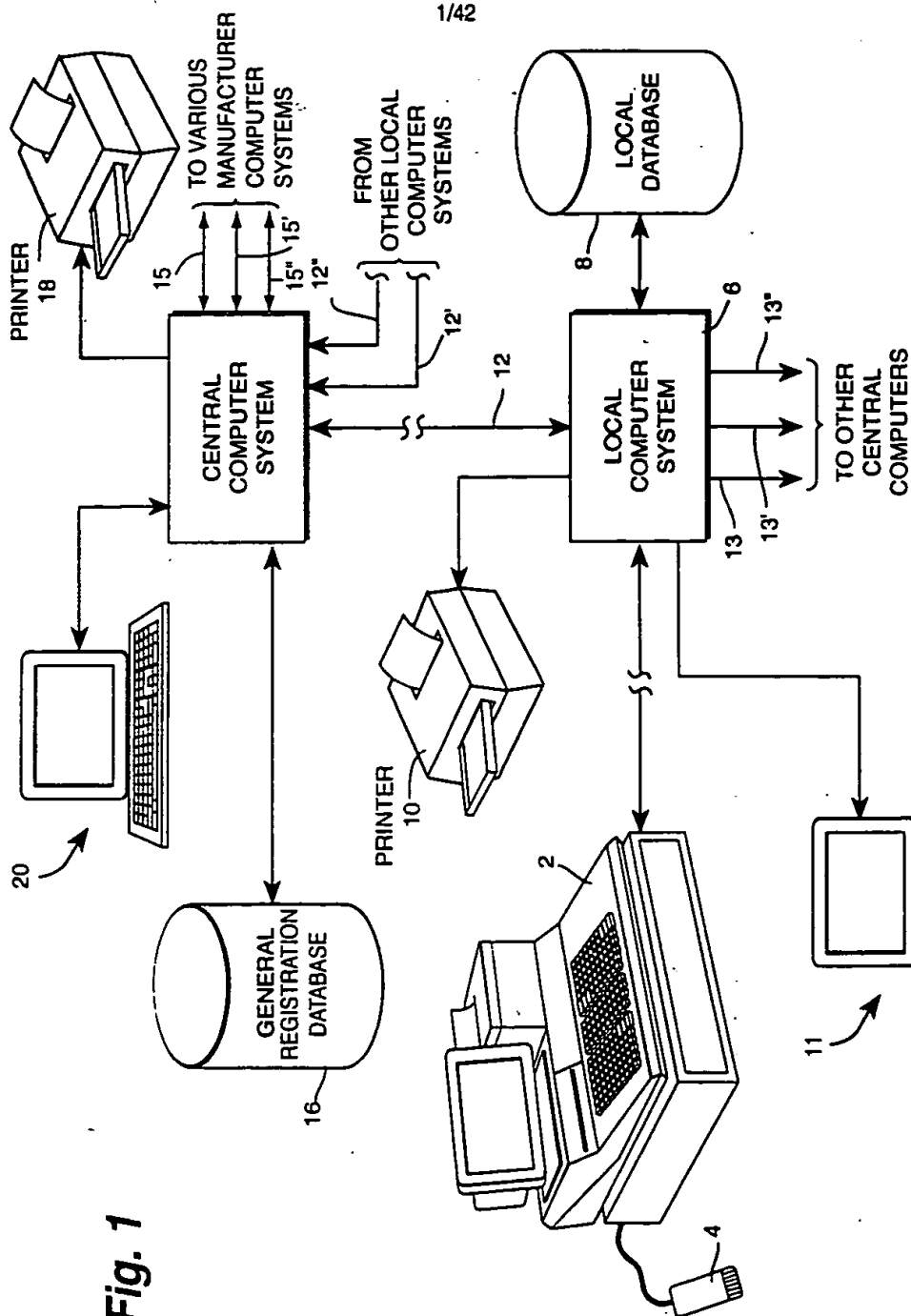
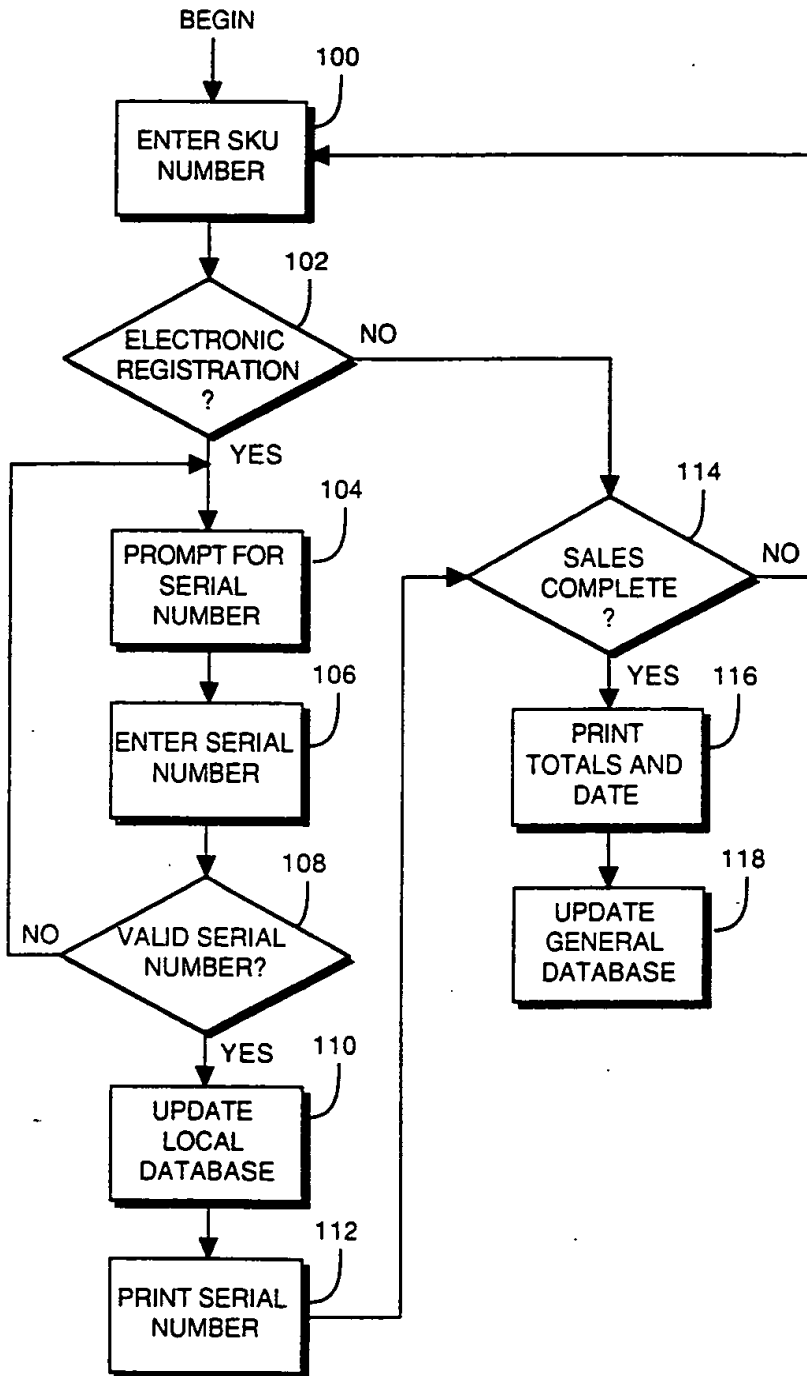


Fig. 1

Fig. 2

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0050021.072500

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# STORE•MART

## SUPERCENTER

WE SELL for LESS

STORE # 100  
ARLINGTON, VA

ST# 0100 OP# 00000104 TE# 30 TR# 05900

SERIAL # G739775156

VIDEO SYSTEM 004549671003 W 42.96 J

SUBTOTAL 42.96

SALES TAX 1 3.01

TOTAL 45.97

CASH TEND 50.00

CHANGE DUE 4.03

TC # 6117107432167

\* SAVE RECEIPT FOR REFUNDS / EXCHANGES \*

\* OF WARRANTY ITEMS PURCHASED \*

THANK YOU FOR SHOPPING WITH US

12 / 14 / 95 13 : 37 : 25

Fig. 3

00506021 072500

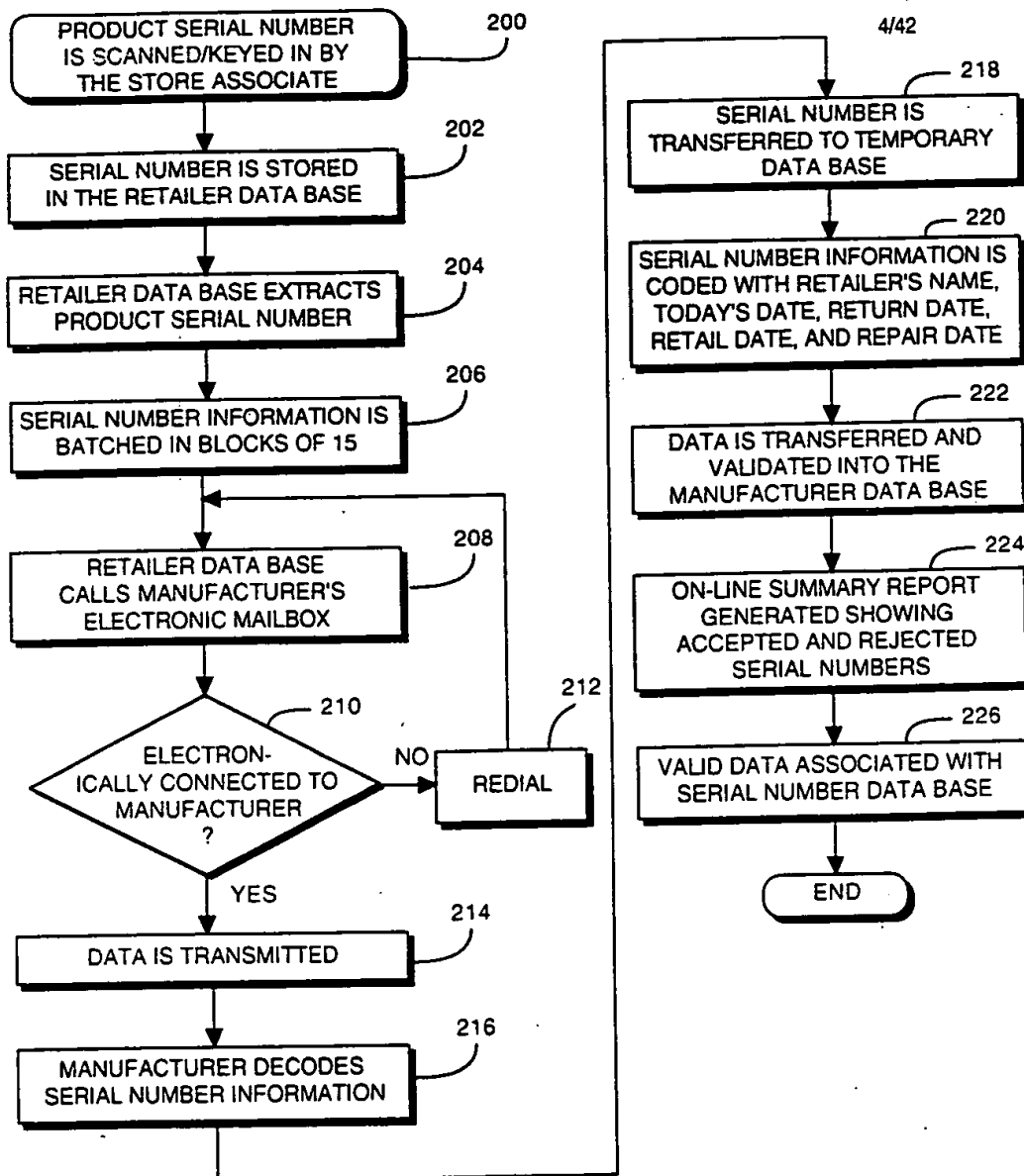
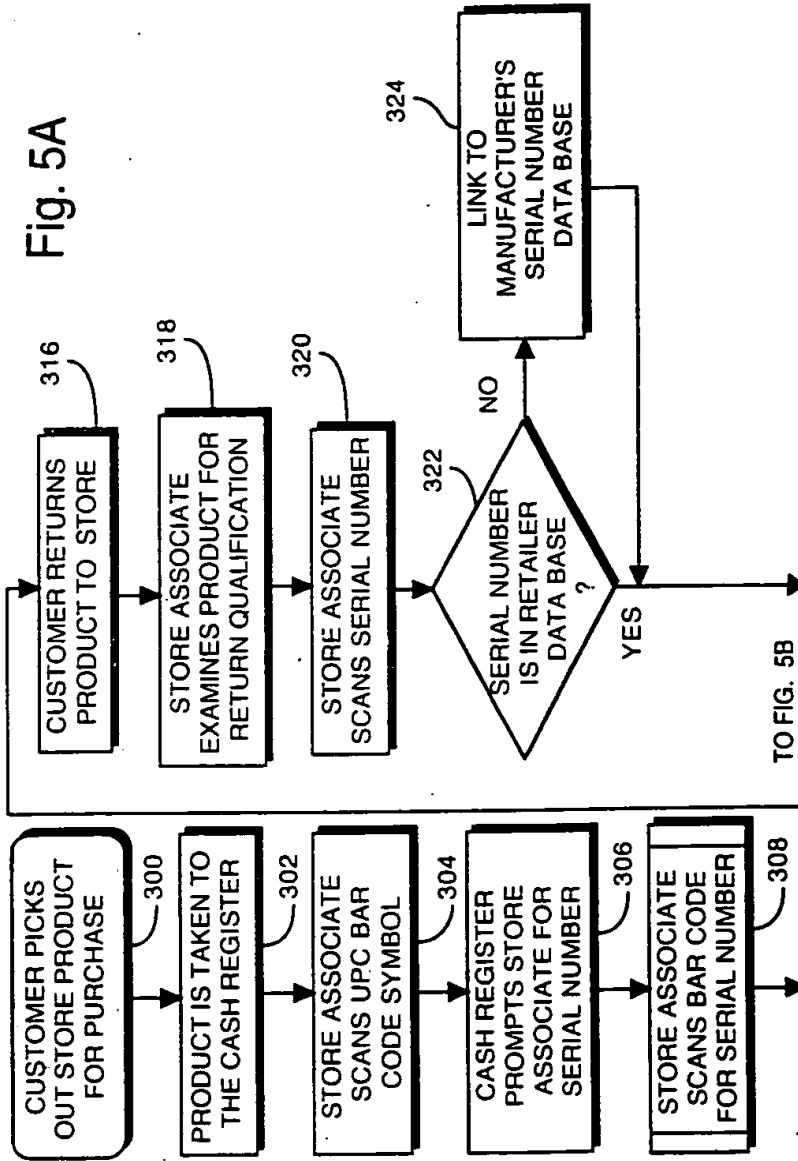
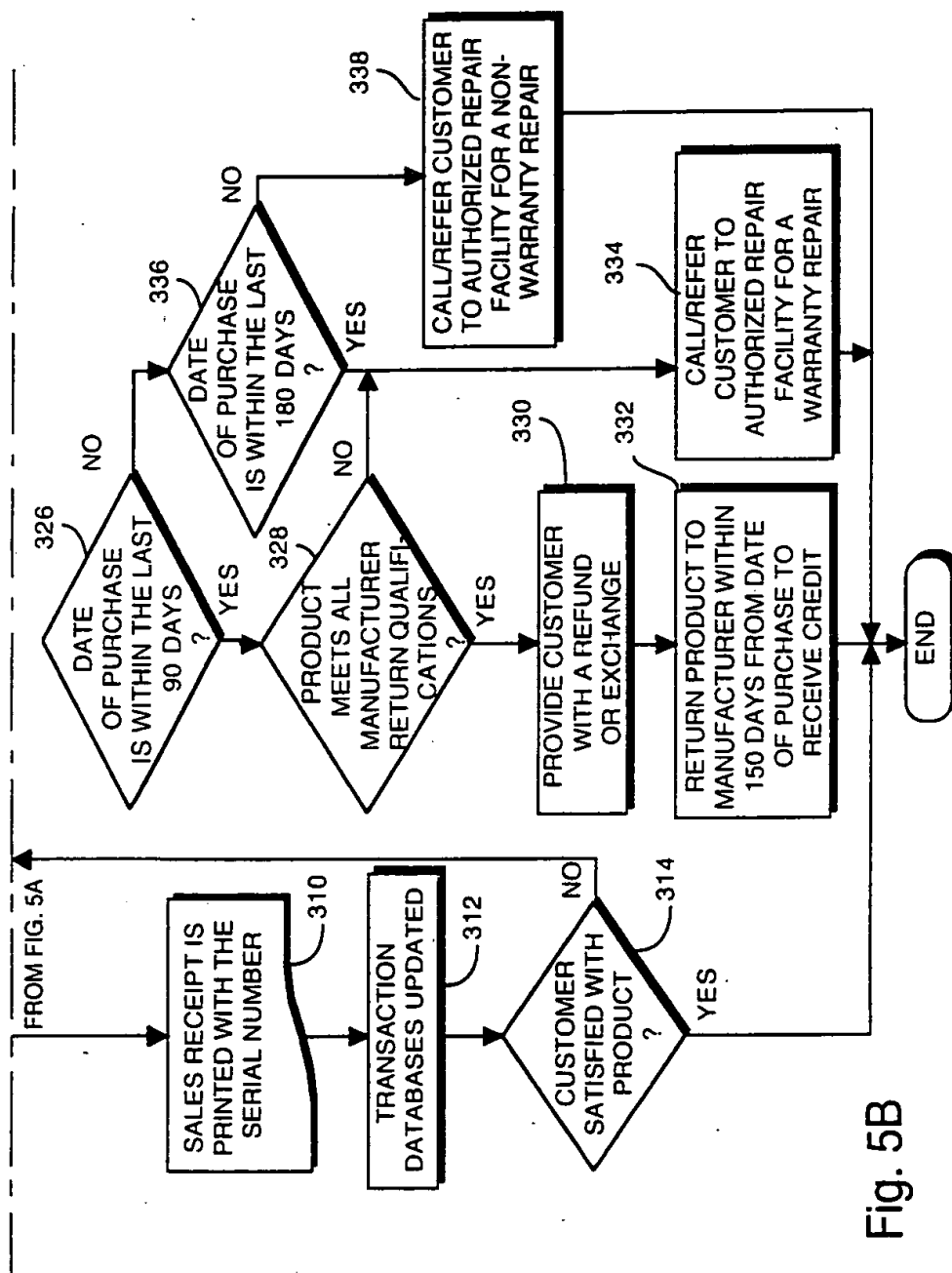


Fig. 4

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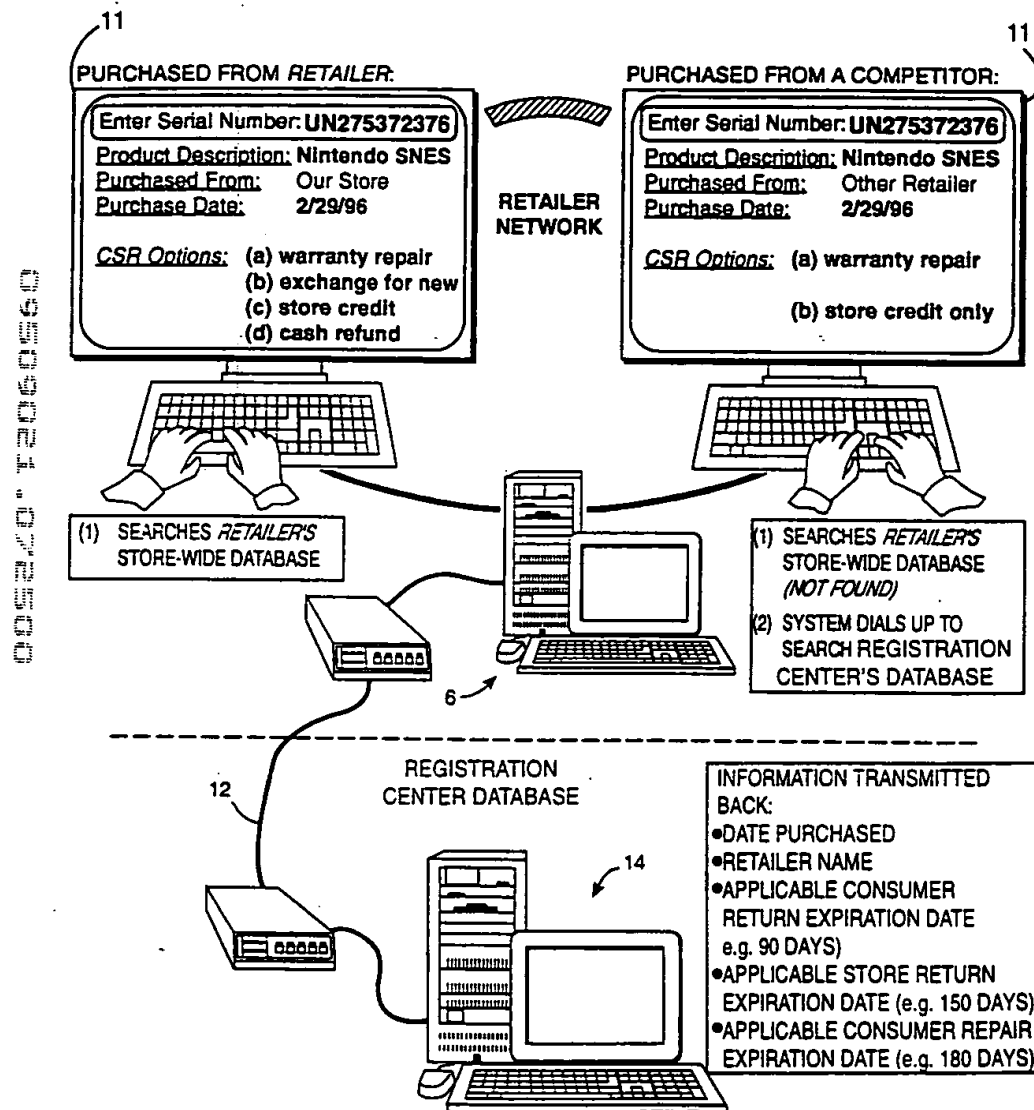
Fig. 5A



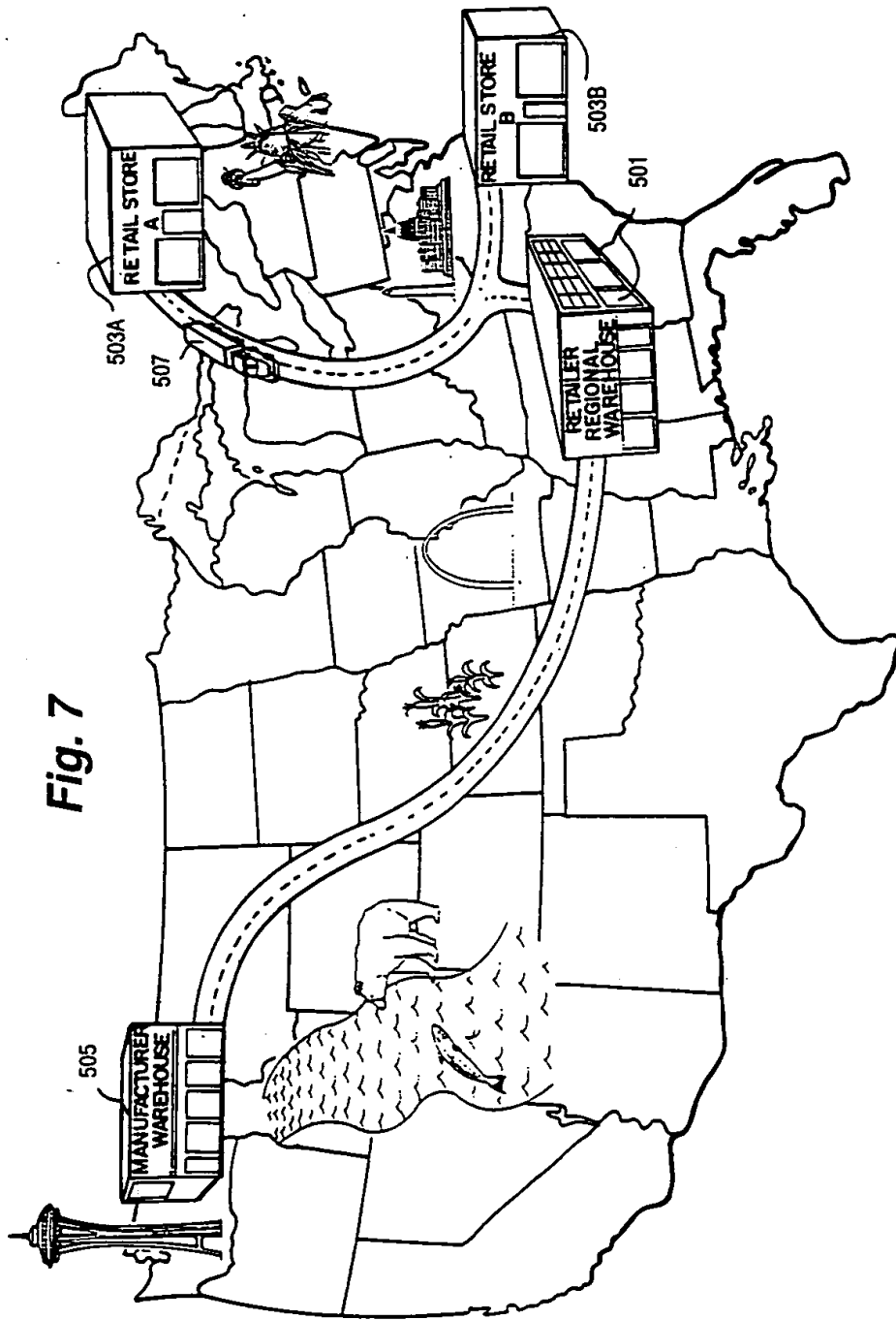


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**Fig. 6**  
**Customer Service Desk**  
**Product Returns**



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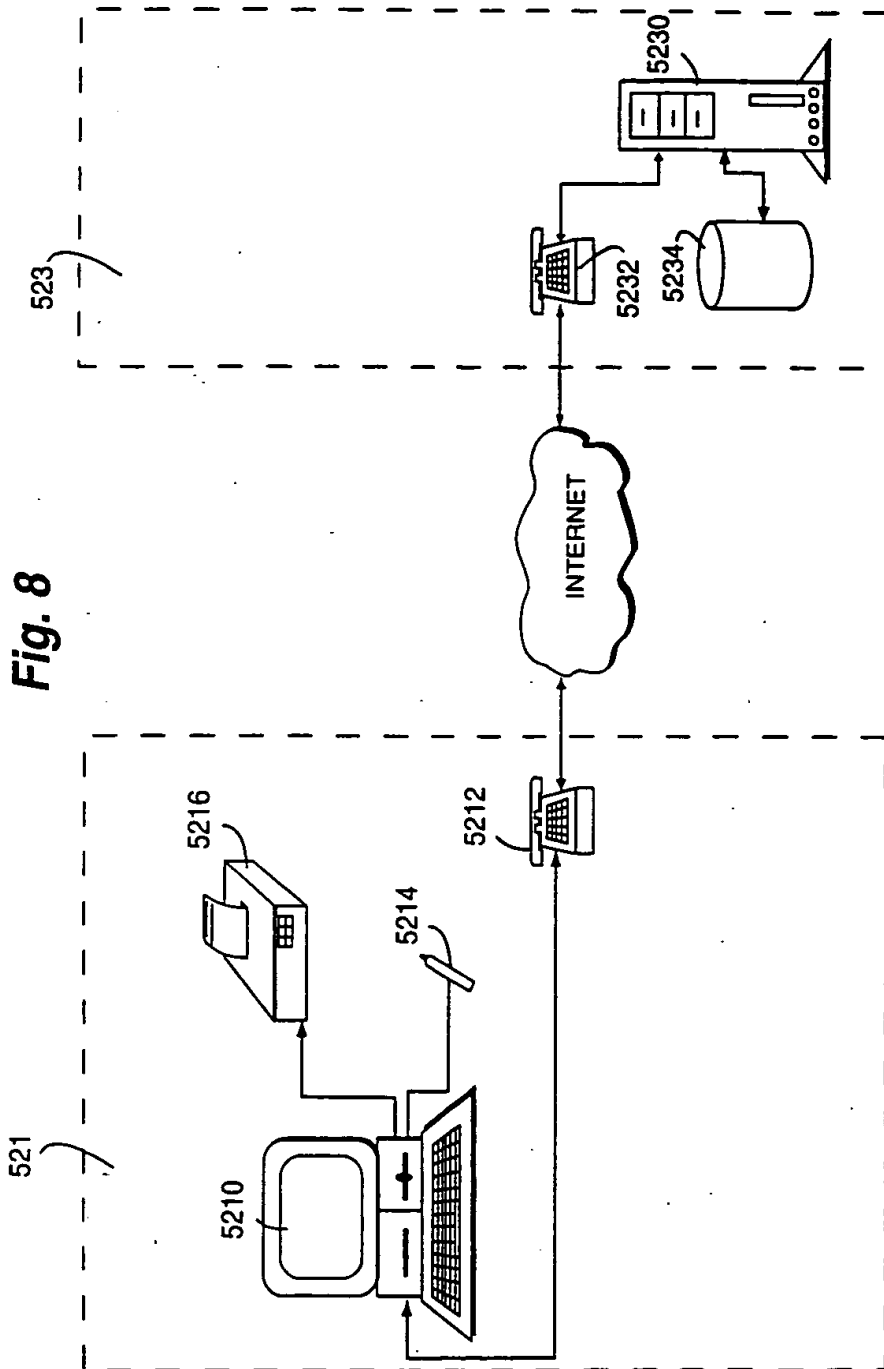
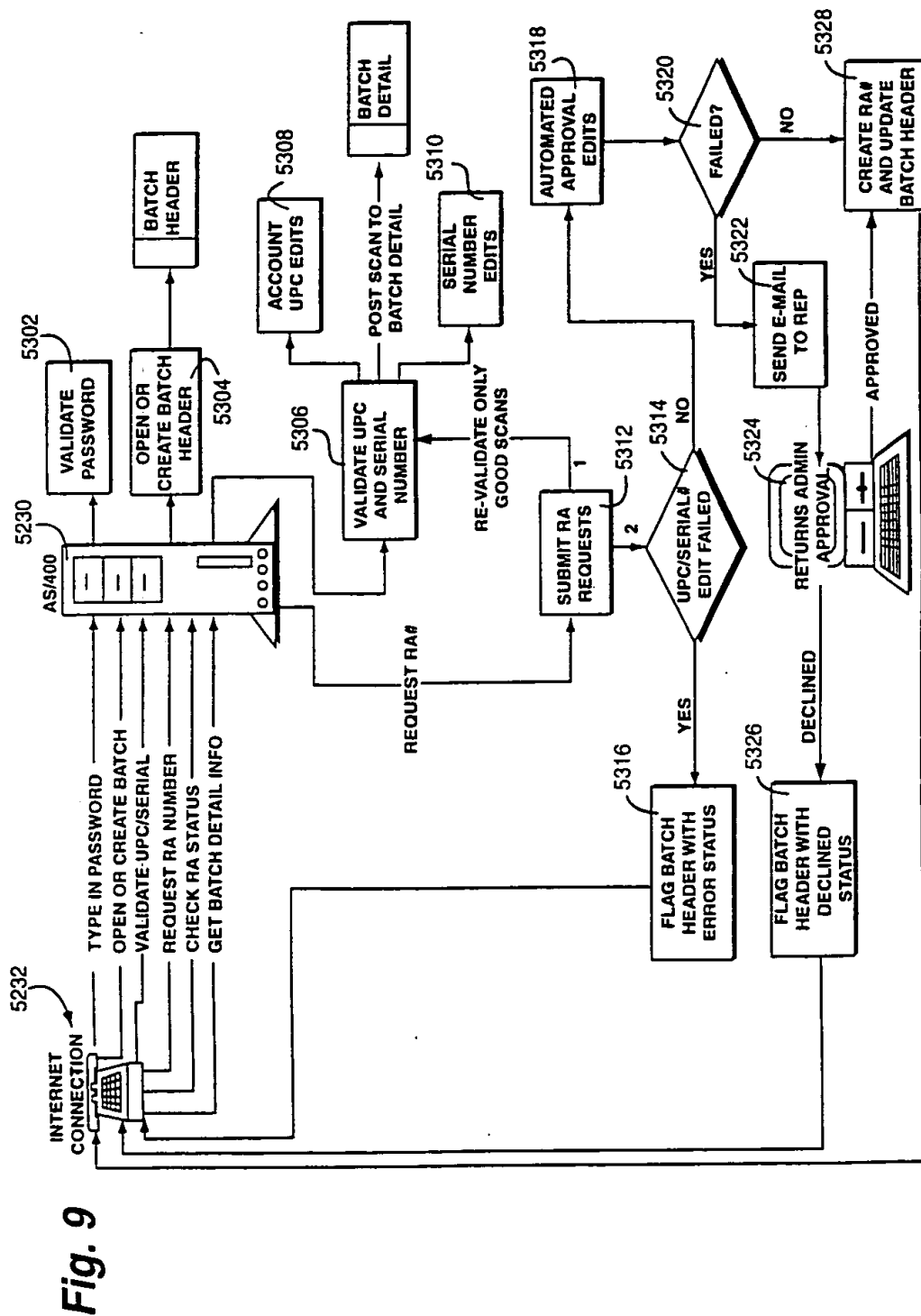


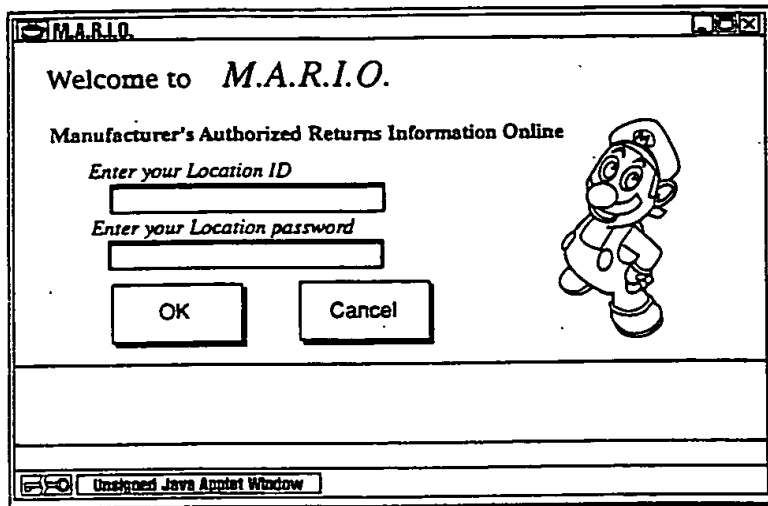
Fig. 8

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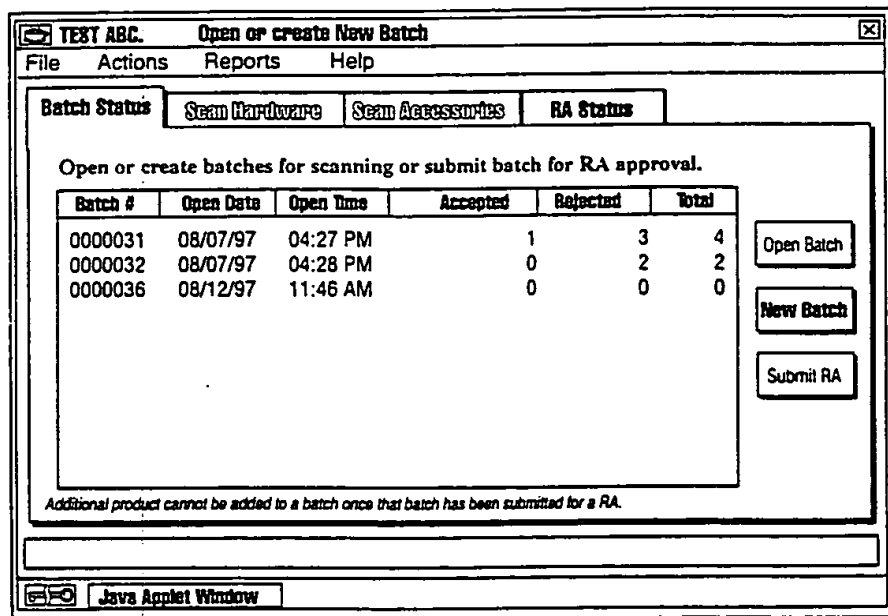


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A login window titled "M.A.R.I.O." with a cartoon character of Mario on the right. The text inside says "Welcome to M.A.R.I.O." and "Manufacturer's Authorized Returns Information Online". It has two input fields labeled "Enter your Location ID" and "Enter your Location password", and "OK" and "Cancel" buttons. The status bar at the bottom says "Untrusted Java Applet Window".

Fig. 10A



A window titled "TEXT ABC. Open or create New Batch" with a menu bar (File, Actions, Reports, Help) and tabs (Batch Status, Scan Hardware, Scan Accessories, RA Status). It contains a table with batch data and buttons for "Open Batch", "New Batch", and "Submit RA".

Batch #	Open Date	Open Time	Accepted	Rejected	Total
0000031	08/07/97	04:27 PM	1	3	4
0000032	08/07/97	04:28 PM	0	2	2
0000036	08/12/97	11:46 AM	0	0	0

Additional product cannot be added to a batch once that batch has been submitted for a RA.

Fig. 10B

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ABC Retail Stores Current Batch: 0000018

File Actions Help

Batch Status Scan Hardware Scan Accessories RA Status

Scan defective hardware for return.

Upc Number Serial Number Store Reference

Validate

Ref.	UPC#	Serial#	Description	Scan Date	Scan Time	Store Ref
Y	00045496610043	UN456784XXE	ACTION SET	06/10/97	11:26:19	Z Store
	00045496610043	VN123456784	ACTION SET	06/10/97	11:27:10	Y Store

Java Applet Window

Fig. 10C

REJECT REASON

UPC 00045496610288 Serial Number  
NS194944131 was rejected because  
Return warranty has expired.

OK

Java Applet Window

Fig. 10D

00509021-072500

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ABC Retail Stores Current Batch: 0000018

File Actions Help

Batch Status Scan Hardware Scan Accessories RA Status

Scan defective accessories for return.

Qty  UPC Number  Store Reference

Ref	UPC#	Qty	Description	Scan Date	Scan Time	Store Ref
Y	00454969580117	1	Invalid	06/10/97	11:33:57	
	00045496580131	1	SUPER VHS CABLE	06/10/97	11:34:26	A Store

Java Applet Window

Fig. 10E

ABC Retail Stores

Submit batch 0000018 for RA approval.

Please enter the following...

Contact Name (required)

Contact Phone Number (required)  
 -

Customer Reference Number (optional)

Java Applet Window

Fig. 10F

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**ABC Retail Stores**

**Submit batch 0000018 for RA approval.**

Please verify the following information,

---

Contact Name: **David Koon**  
 Contact Phone: **(206) 861-2142**  
 Cust Ref: **CR 1234**

---

Address: **ABC Retail Stores**  
**4820 150 Ave NE**  
**Redmond**  
**WA 98052**

---

Is this information correct?

Java Applet Window

Fig. 10G

**ABC Retail Stores** **Current Batch: 0000018**

File Actions Help

**Batch Status** **Scan Hardware** **Scan Accessories** **RA Status**

Scan batches submitted for RA.

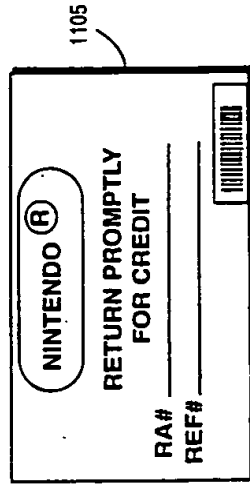
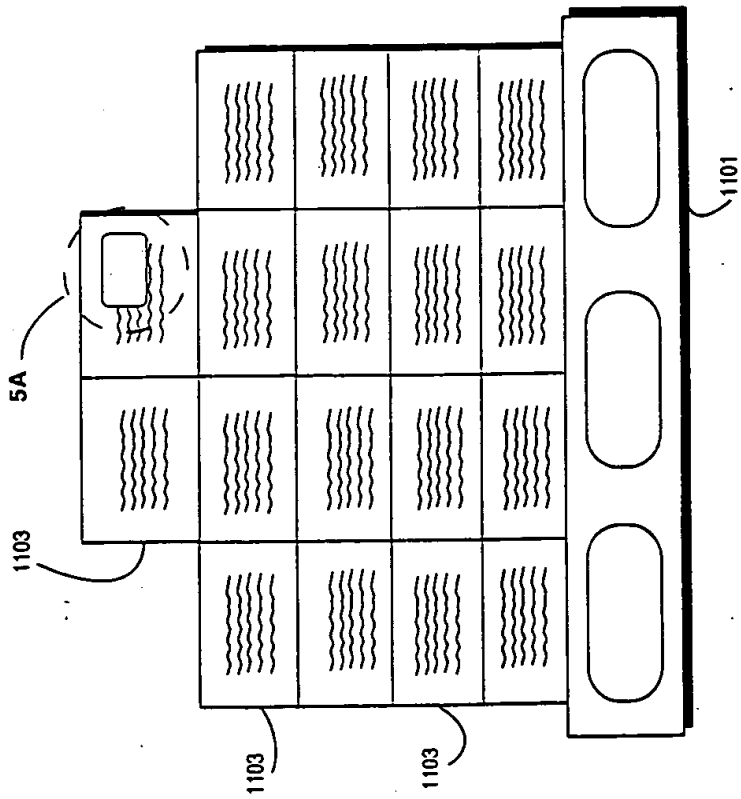
Status	Batch#	Cust Ref	Tot Scans	Submitted	Approved	RA Number	Expire Date
Pending Approval	0000017		27.0	06/11/97			08/01/97
Approved	0000015	kb12444	21.0	06/10/97	06/10/97	915	08/10/97
Approved	0000016	noa11424556	4.0	06/13/97	06/13/97	918	06/20/97
Pending Approval	0000019		1.0				

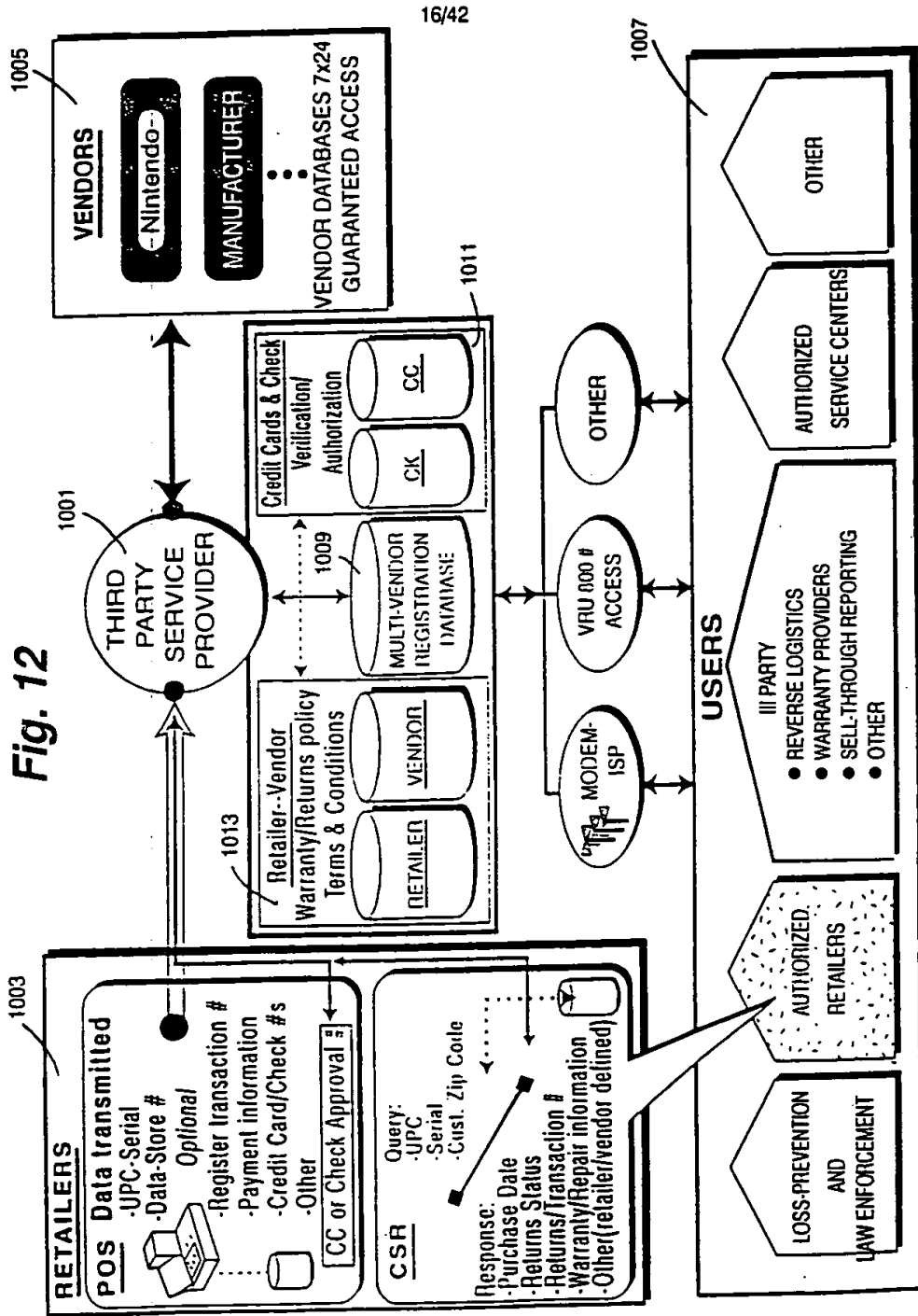
Java Applet Window

Fig. 10H

09509021-072500

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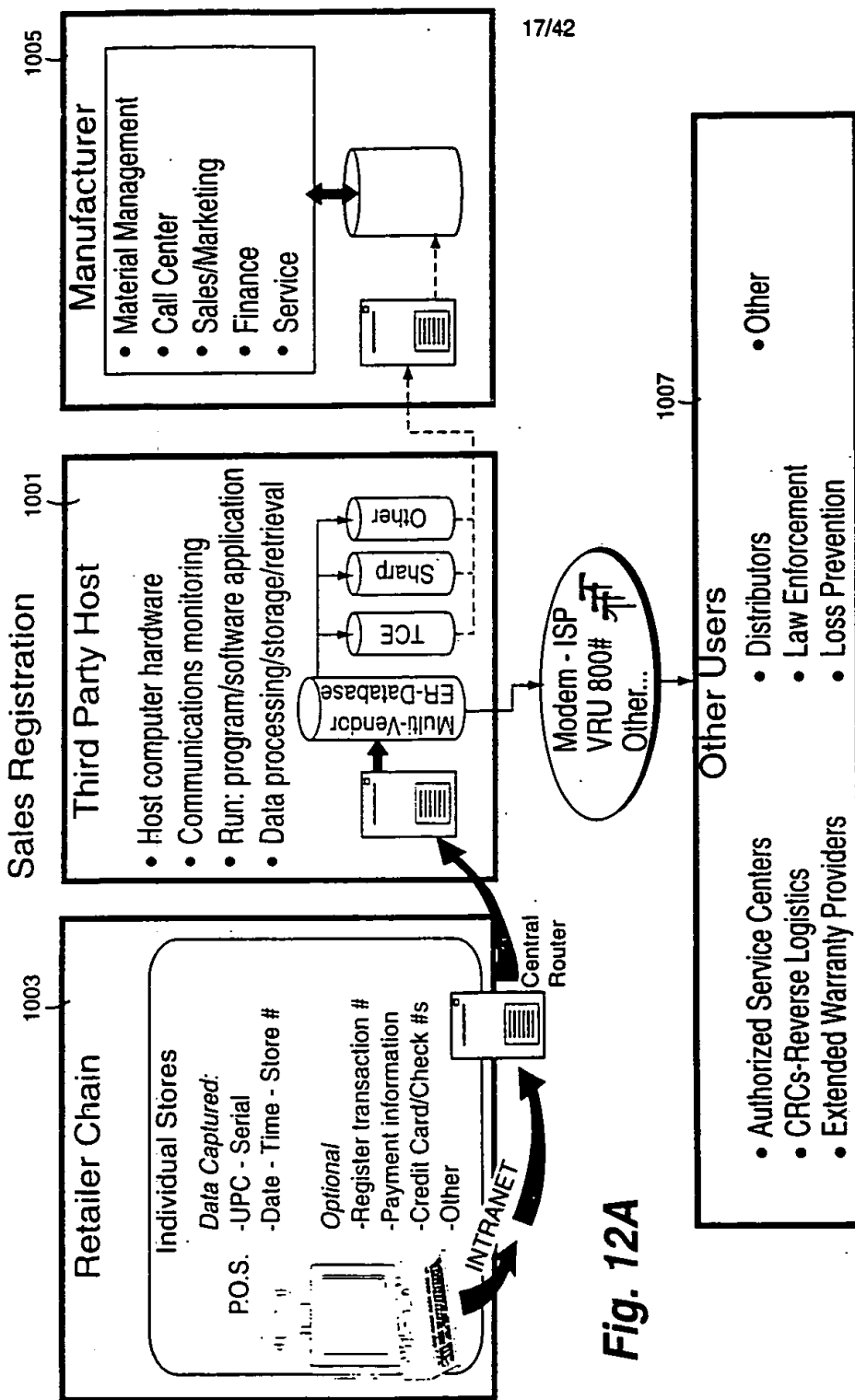


Fig. 12A

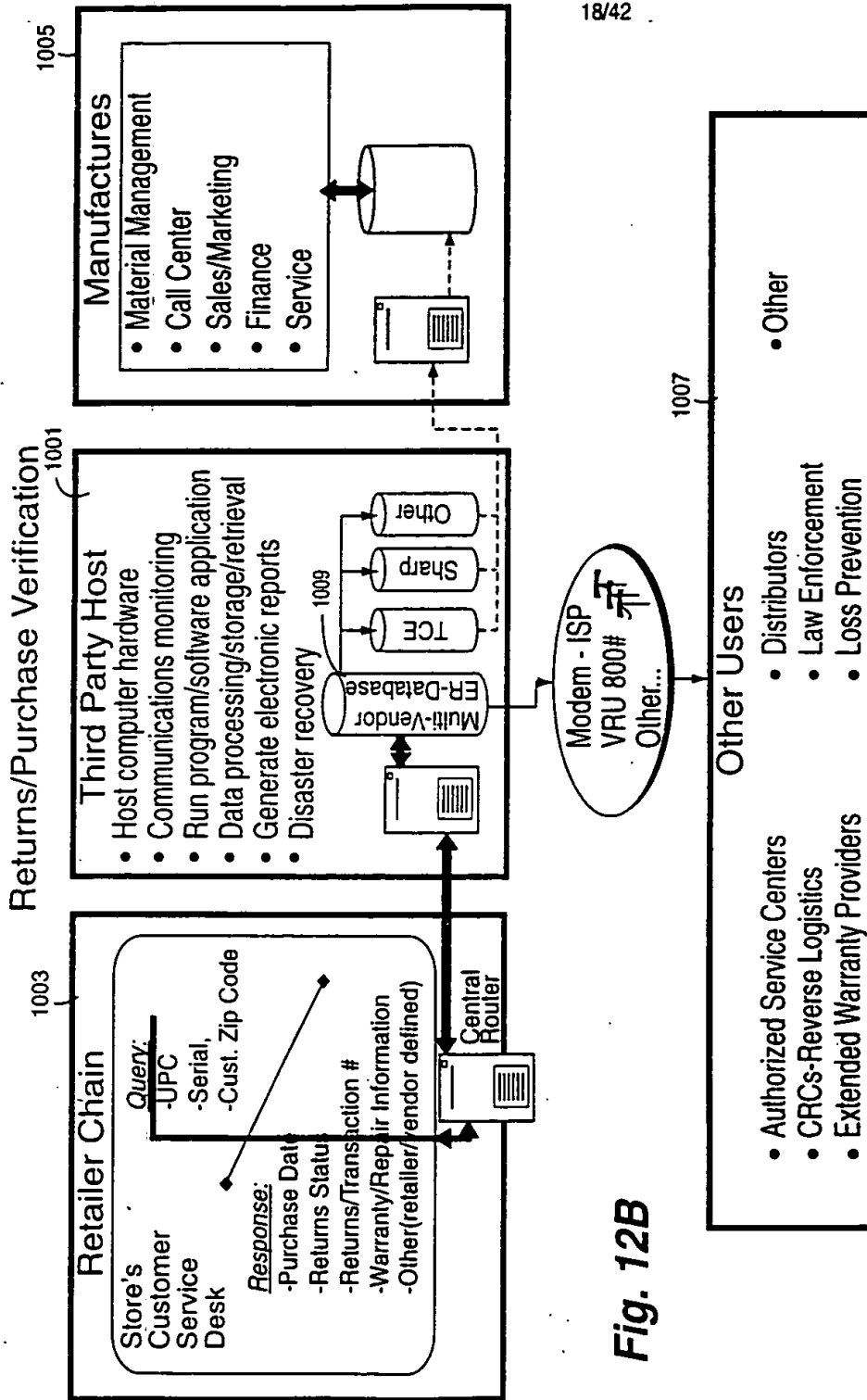
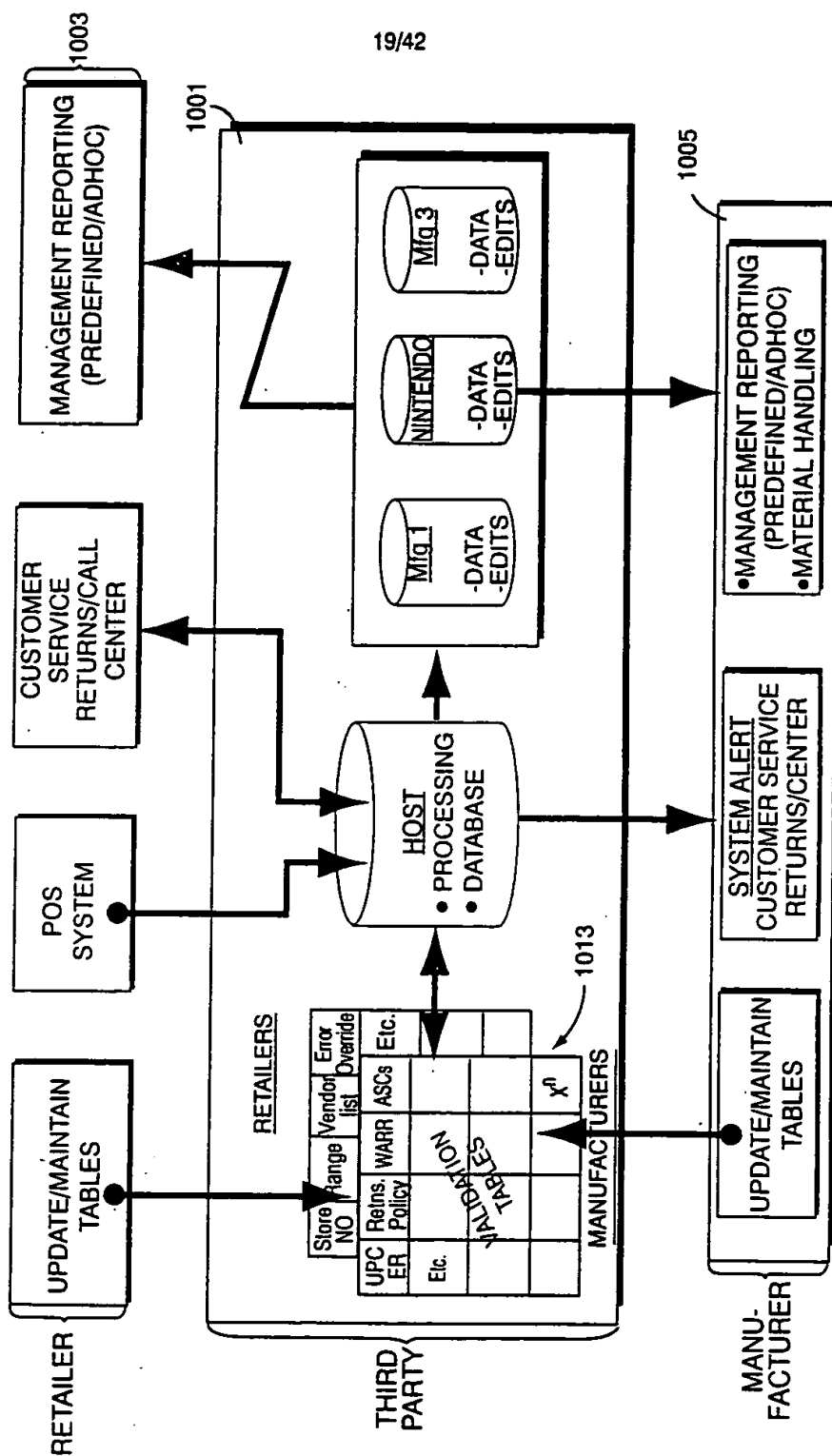


Fig. 12B

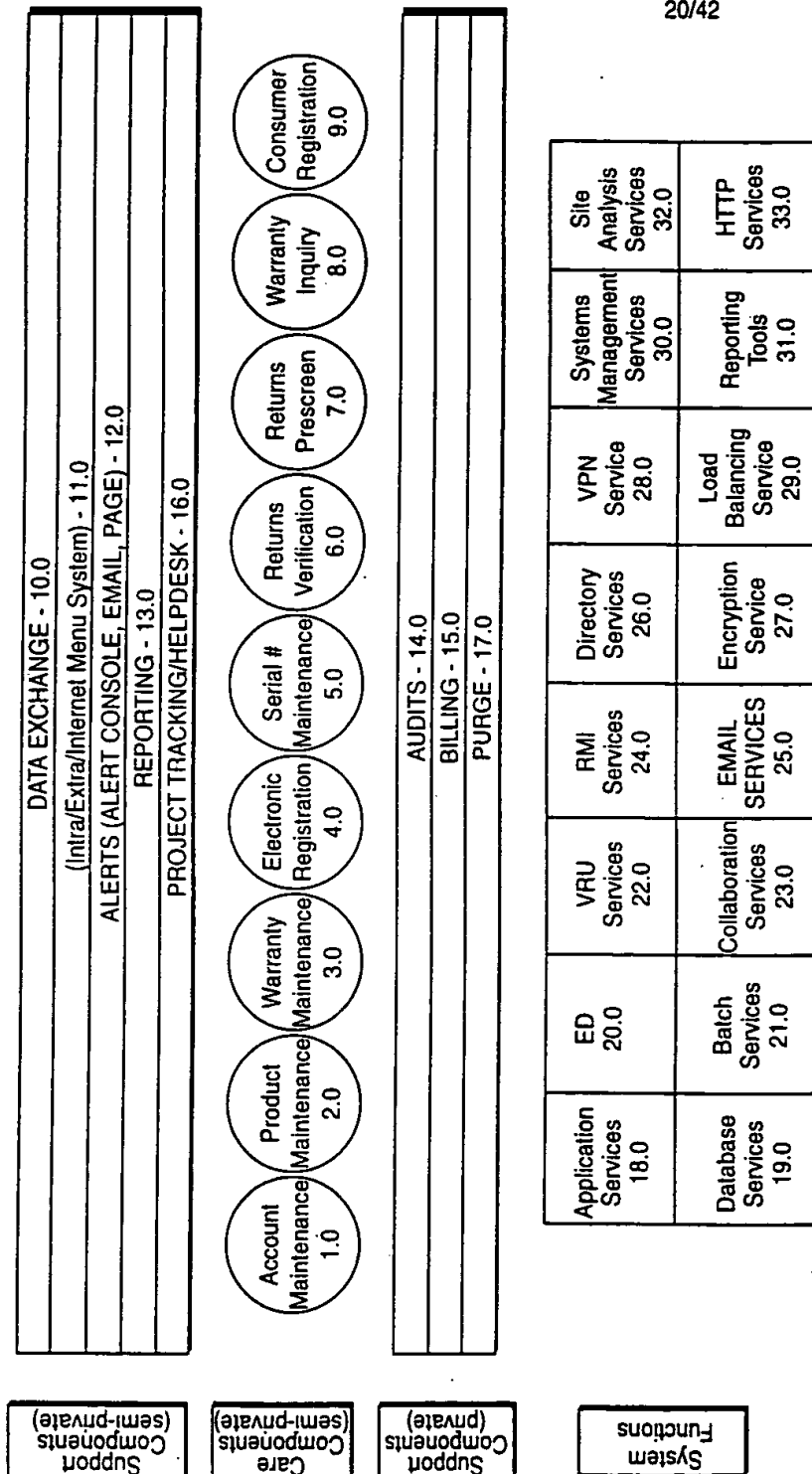
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**Fig. 13**

Fig. 14

# Application Overview



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Fig. 15

Consumer Post-Sale Registration	
<div><p><b>① Validation</b></p><p>Brand Name: <input type="text" value="Sony"/> 1501</p><p>Store Purchased At: <input type="text" value="Circuit City"/> 1502</p><p>Date Purchased: <input type="text" value="1-5-99"/> 1503</p><p>Serial No.: <input type="text" value="1234"/> 1504</p><p>Product Description: <input type="text" value="Game Boy"/> 1505</p></div>	<div><p><b>② Registration</b></p><p>Name: <input type="text"/></p><p>Address: <input type="text"/></p><p>Phone No.: <input type="text"/></p></div> <div><p><b>Consumer Protection Information</b></p><ul style="list-style-type: none"><li>• Privacy Policy</li><li>• Intent of Use</li></ul></div>

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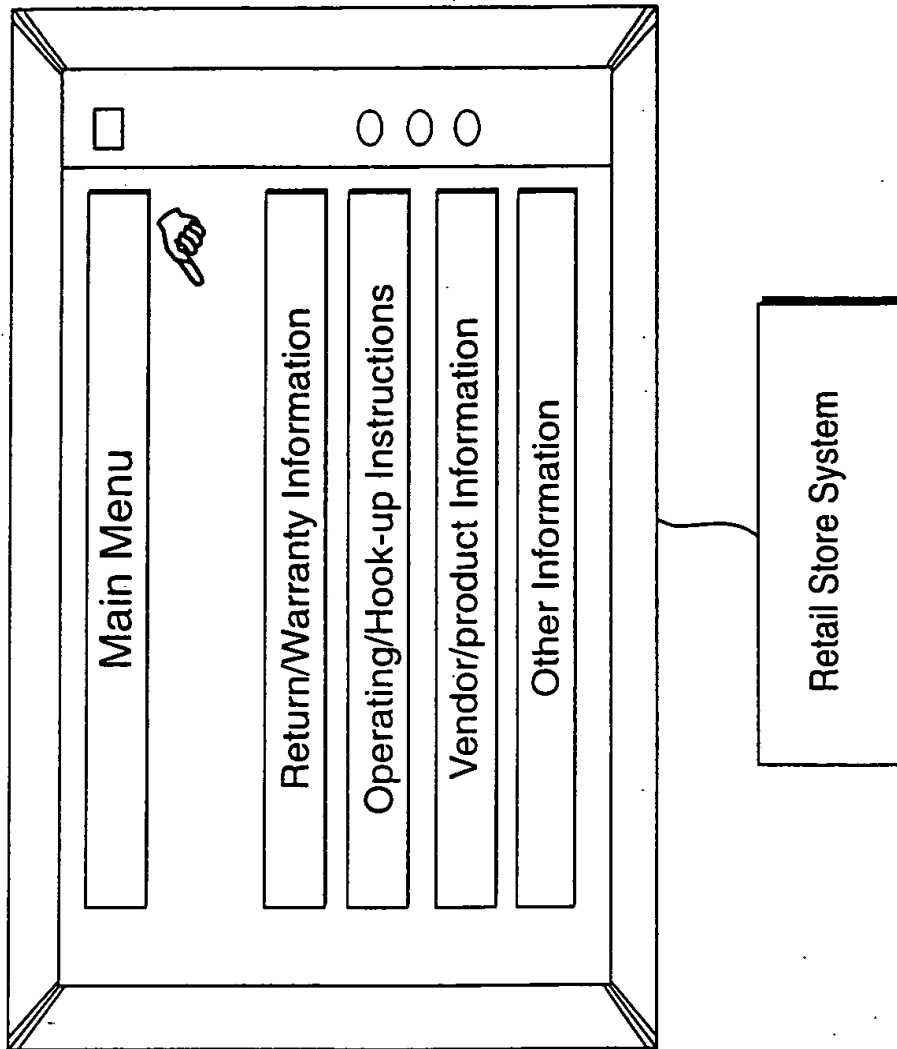


Fig. 16A

005220-12060550

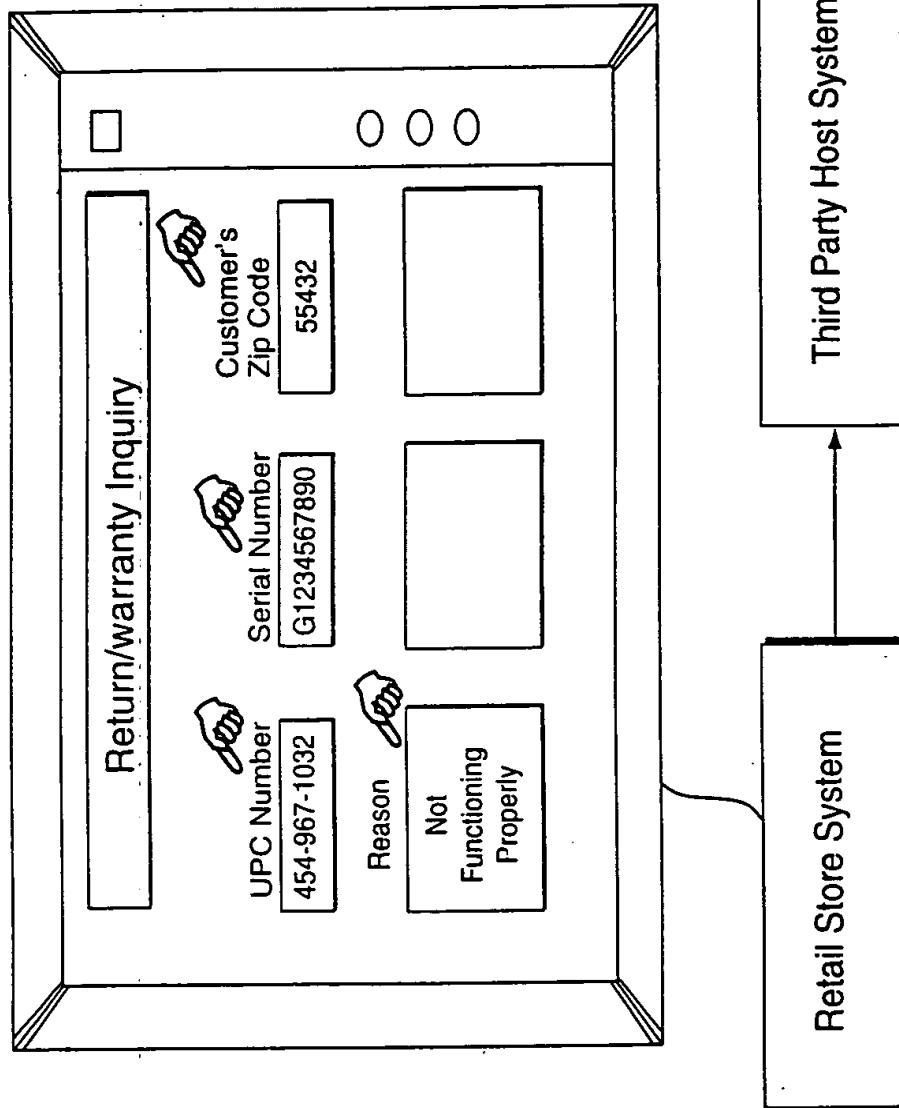
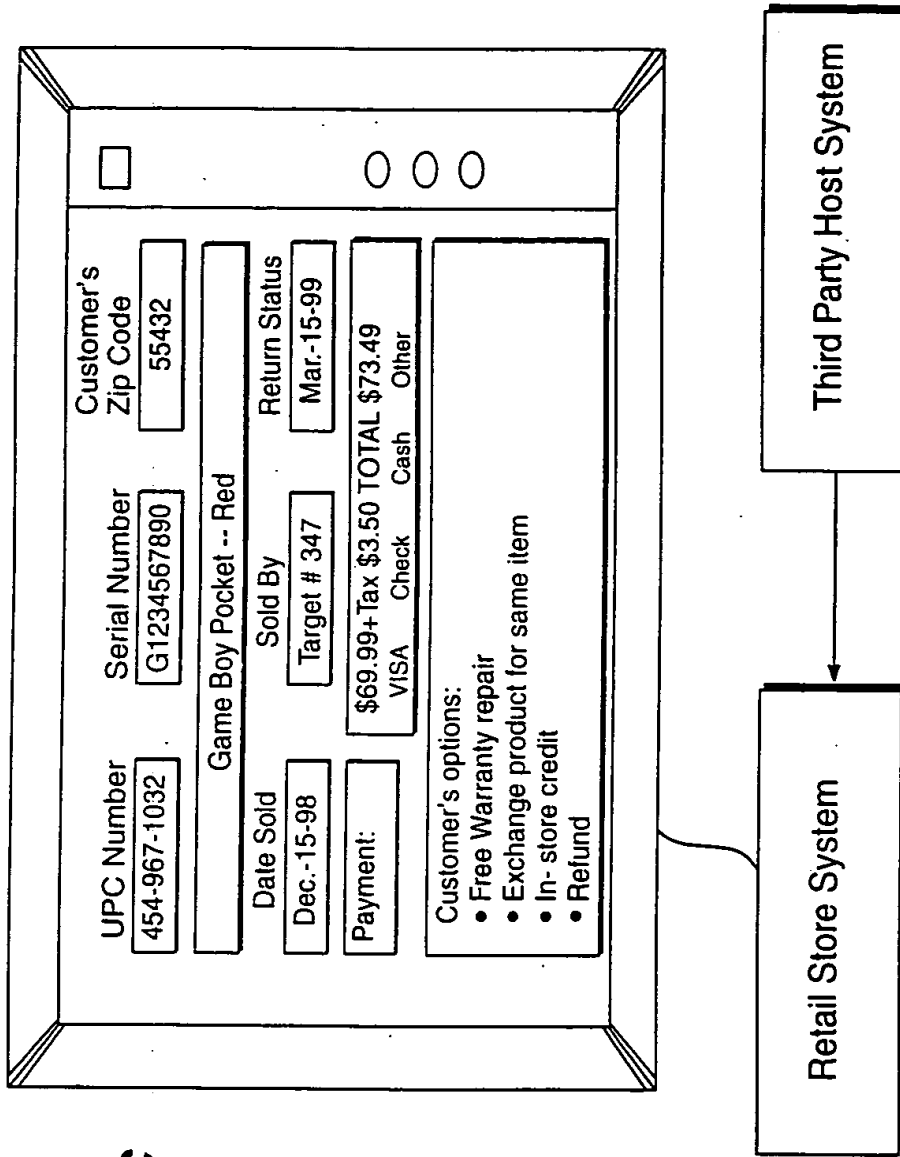


Fig. 16B

005220" 12060560

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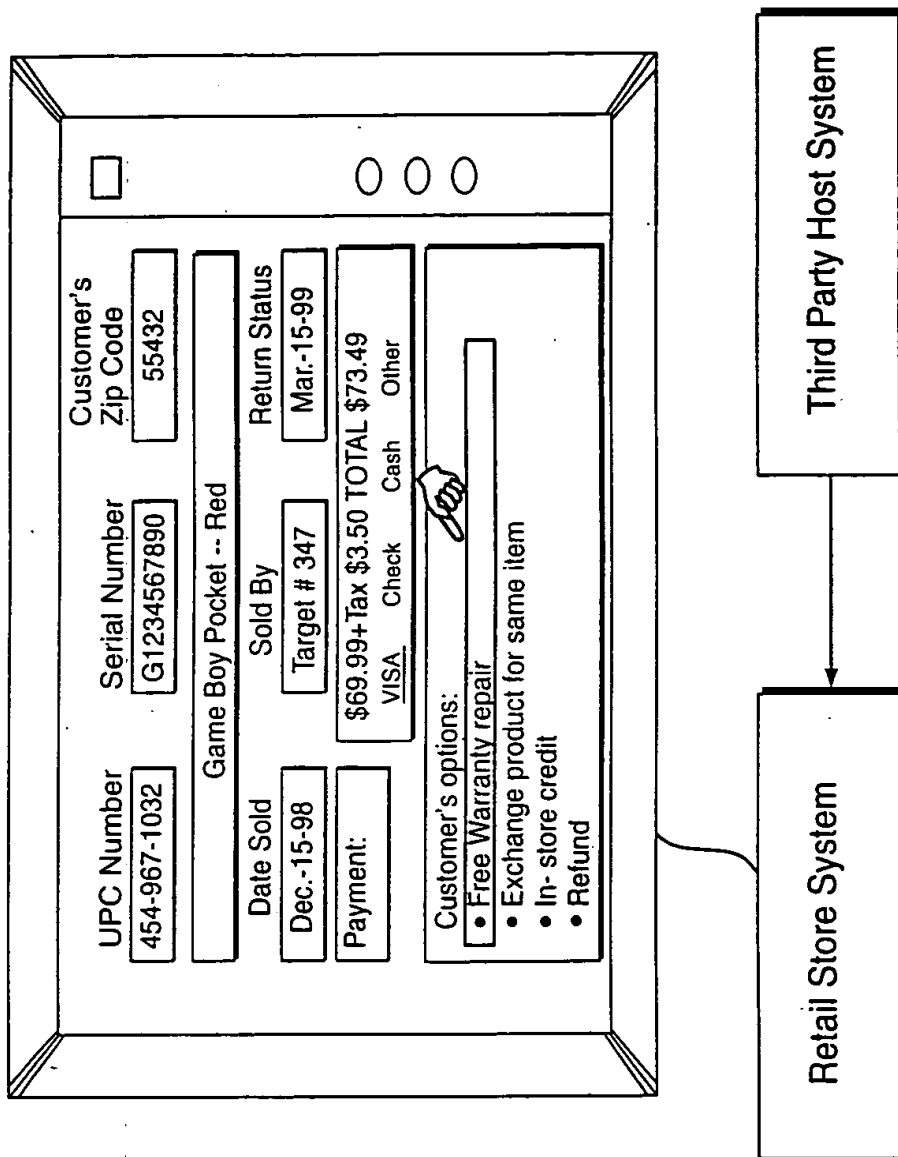
005220-12060560





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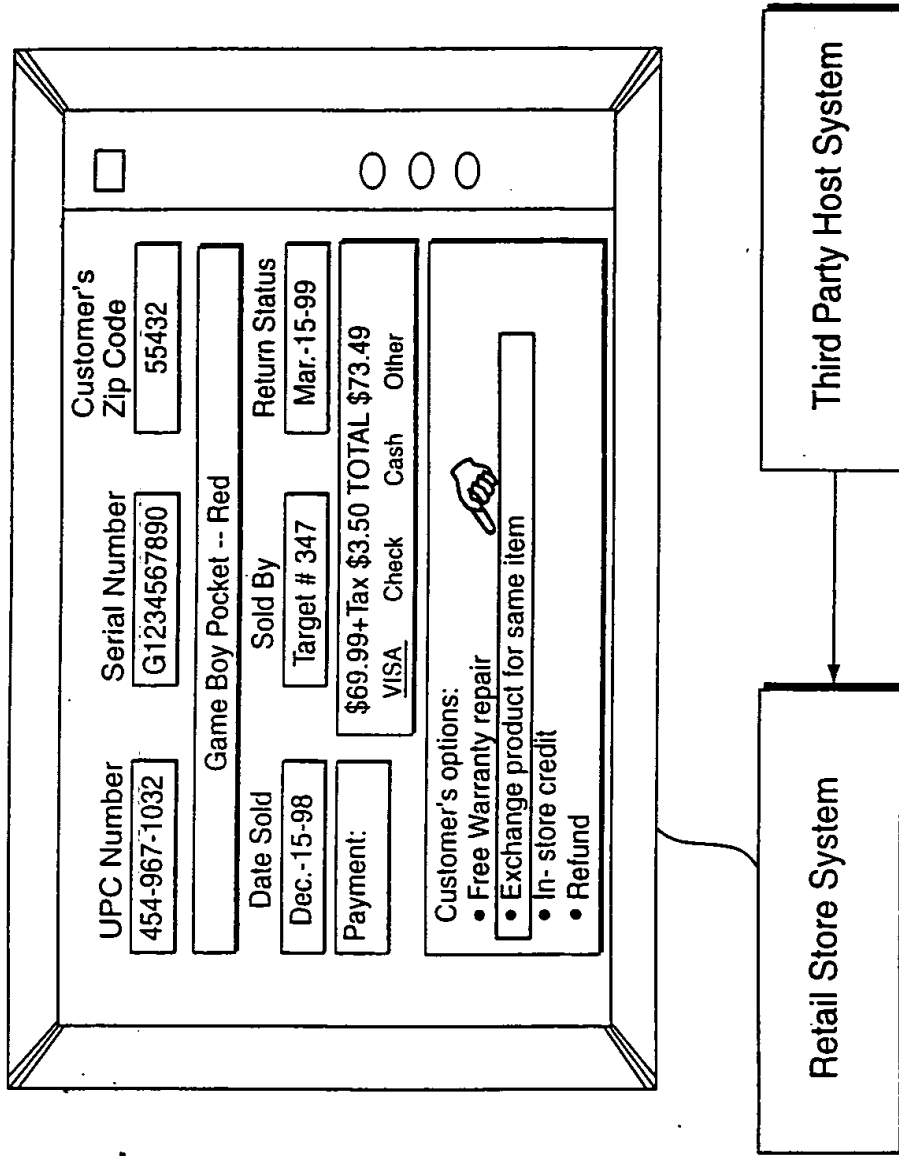
Fig. 16D



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005220" 12060560

Fig. 16E



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005220" T2060560

Fig. 16F

☐

000

UPC Number  
454-967-1032

Serial Number  
G1234567890

Customer's Zip Code  
55432

Game Boy Pocket -- Red

Date Sold  
Dec.-15-98

Sold By  
Target # 347

Return Status  
Mar.-15-99

Payment:

\$69.99+ Tax \$3.50 TOTAL \$73.49

VISA   Check   Cash   Other

Customer's options:

- Free Warranty repair
- Exchange product for same item
- In- store credit
- Refund

Retail Store System

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005240" P2060560

**Fig. 16G**

UPC Number 454-967-1032

Serial Number G1234567890

Customer's Zip Code 55432

Game Boy Pocket -- Red

Date Sold Dec.-15-98

Sold By Target # 347

Return Status Mar.-15-99

Payment:

\$69.99+ Tax \$3.50 TOTAL \$73.49

VISA Check Cash Other

Customer's options:

- Free Warranty repair
- Exchange product for same item
- In- store credit
- Refund

Retail Store System

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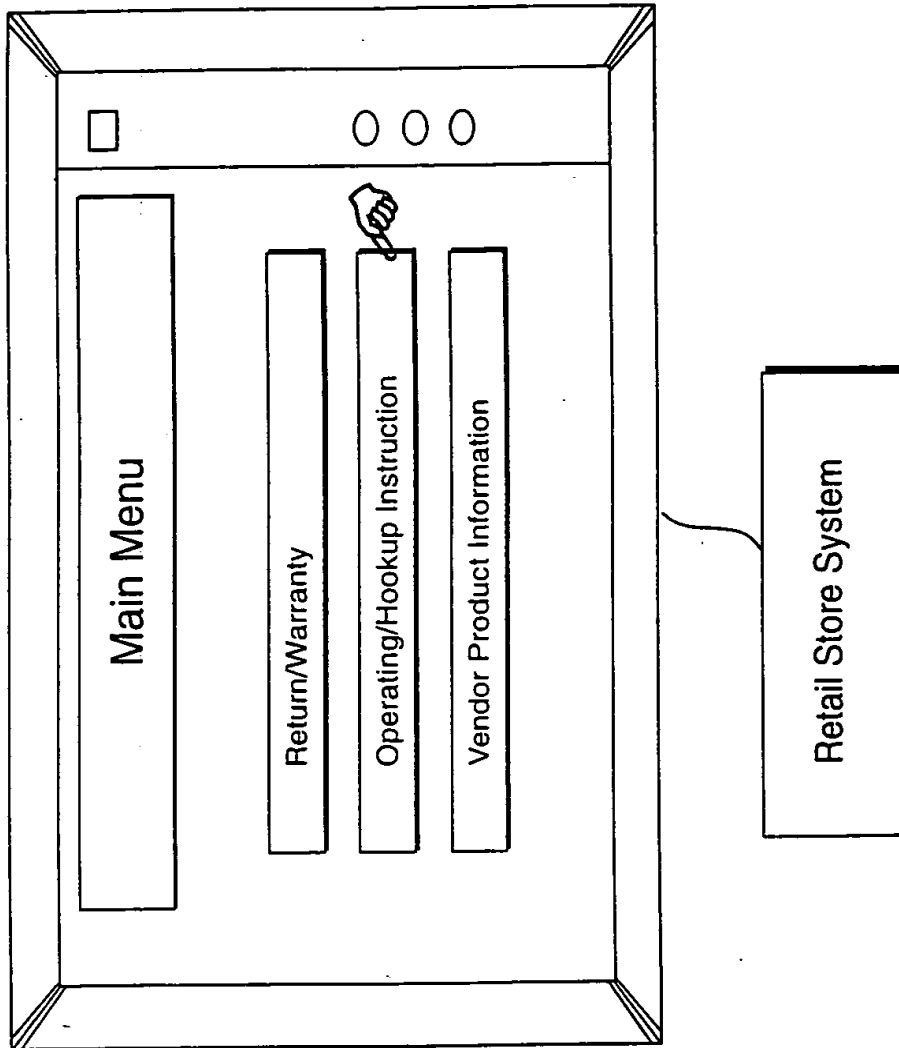


Fig. 17A

005220" F0060560

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Operating and Hookup Instructions

UPC Number

454-967-1032

OR

Vendor Name

Nintendo

Model Number

Fig. 17B



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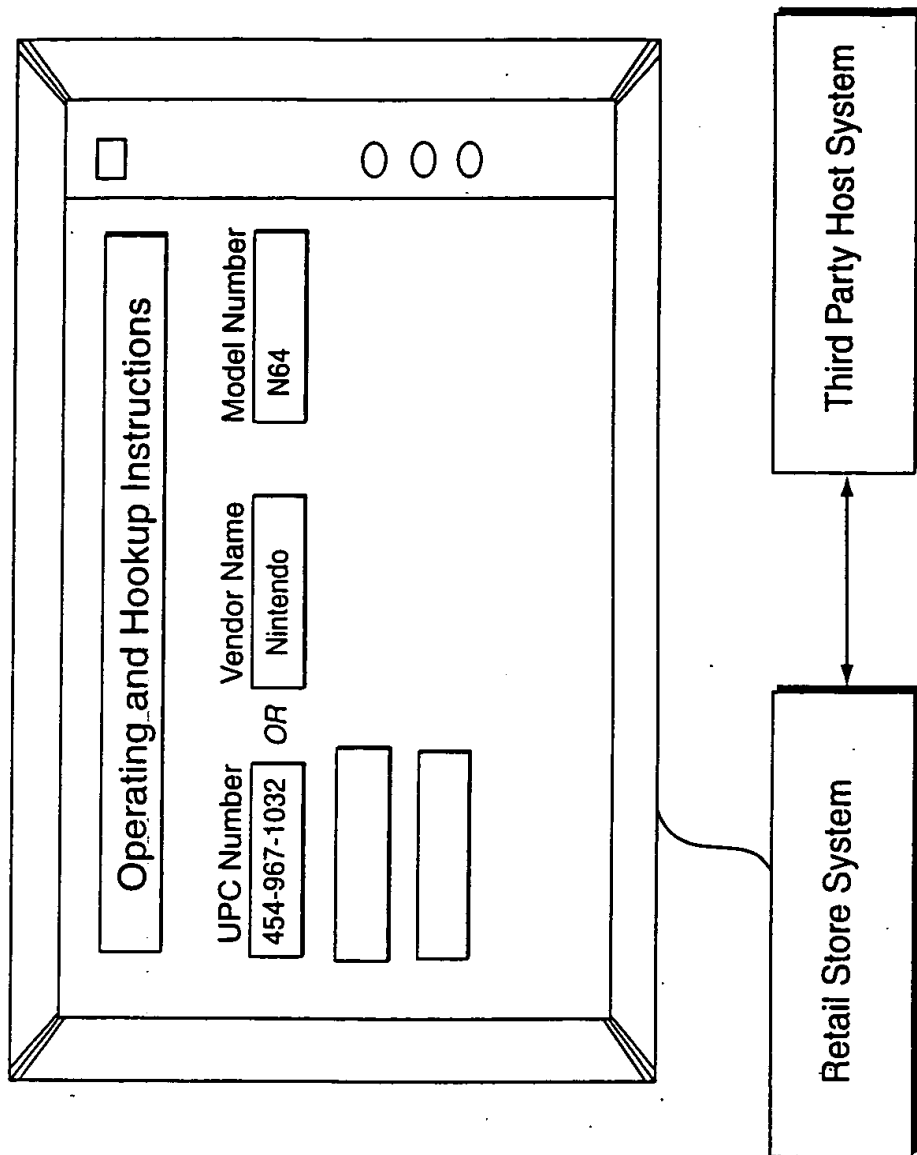


Fig. 17C

005240" F2060560

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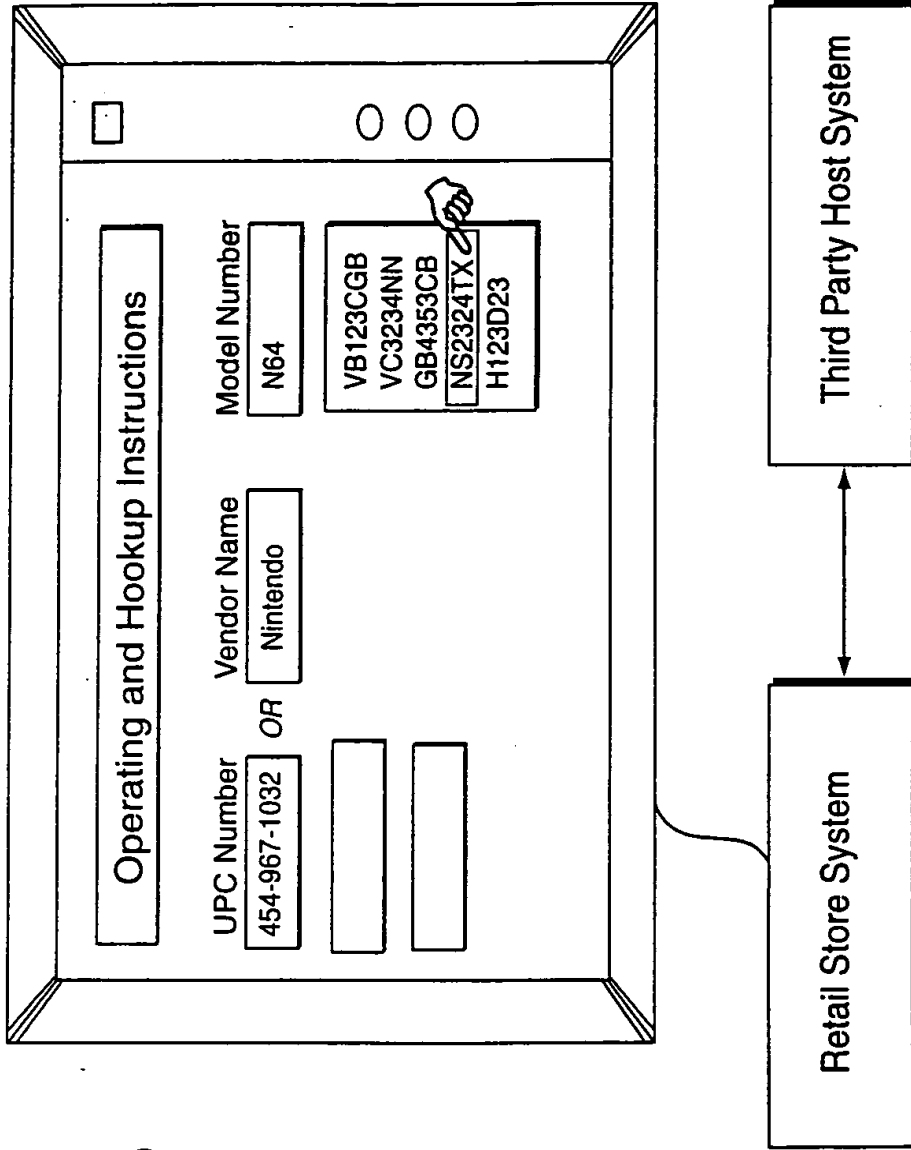


Fig. 17D

005240-12060550



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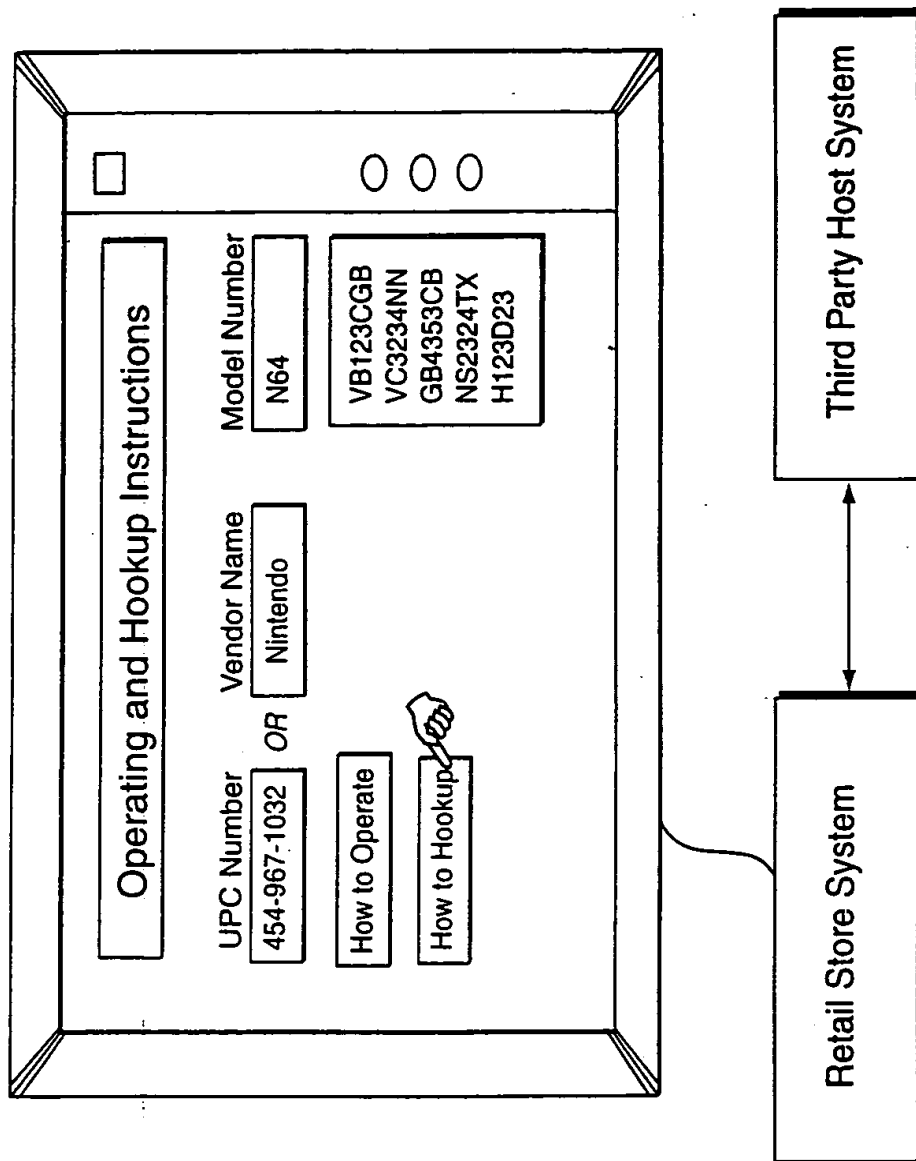


Fig. 17E

005220" T2060550

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## Section Two

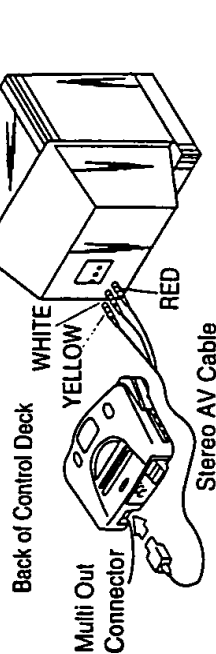
### Connection & Installation

Connect the Nintendo 64 to either your TV or VCR using the Stereo Audio/Video Cable. Choose one of the connection methods on page 4-6 that matches the connections for your TV or VCR; you will only need to make one kind of connection.

- If your TV or VCR does not have audio/video connections ...
- If you currently have a Super Nintendo Entertainment System connected to your TV...

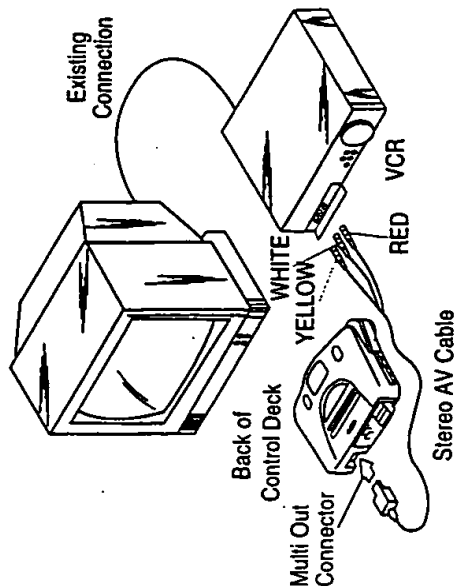
### Audio/Video Cable Connections

#### A Connecting to a Stereo TV



#### B Connecting to a Stereo VCR

Make sure to plug the Audio/Video Cable into the "INPUT" connections of your VCR (Do not use connection labeled "OUTPUT")



Print

Fig. 17F

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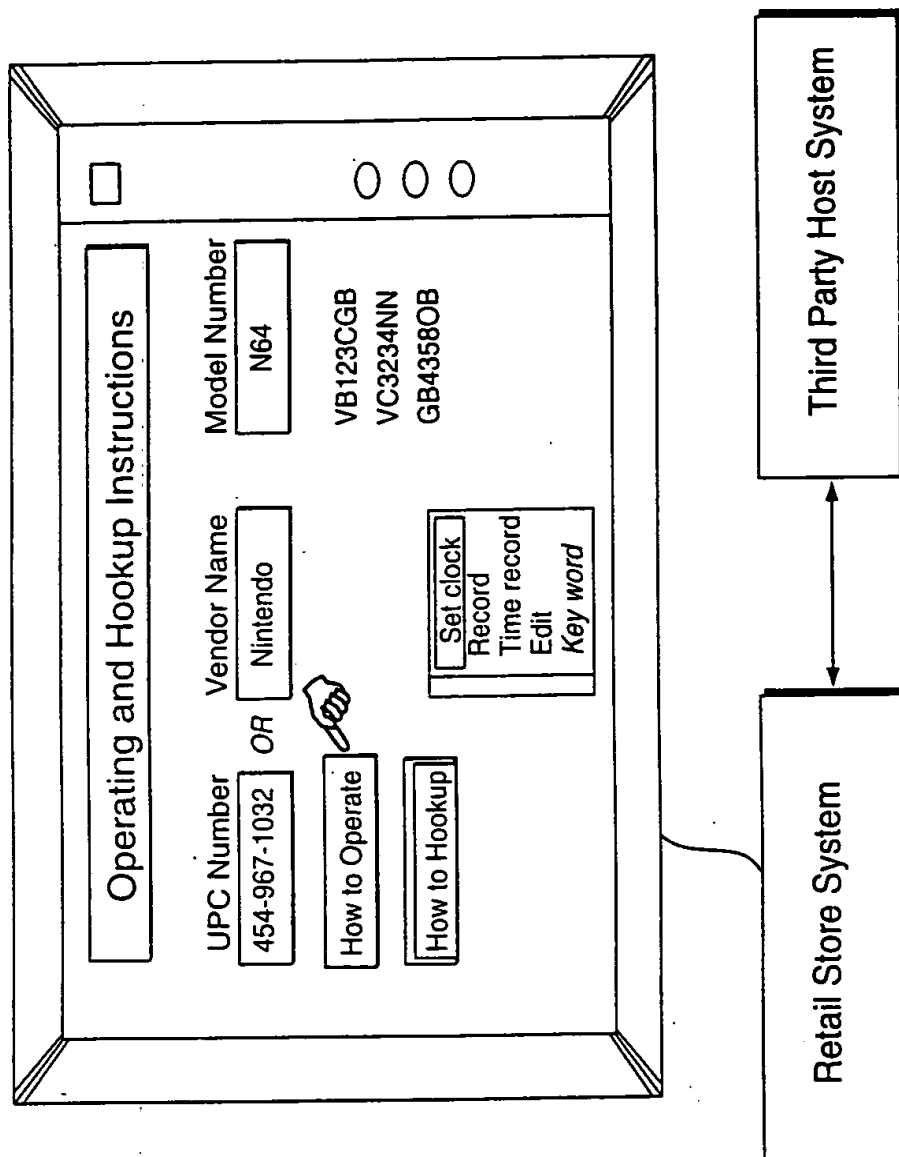


Fig. 17G

005220" F2060560

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## Section Two

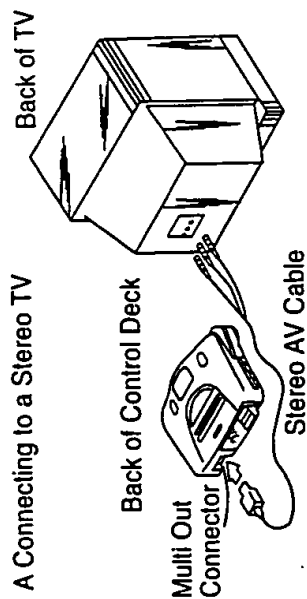
### Connection & Installation

Connect the Nintendo 64 to either your TV or VCR using the Stereo Audio/Video Cable.

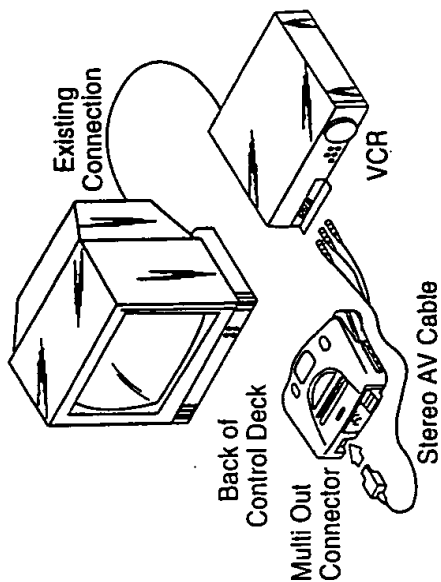
- If your TV or VCR does not have audio/video connections...
- If you currently have a Super Nintendo Entertainment System...

### Audio/Video Cable Connections

#### A Connecting to a Stereo TV



#### B Connecting to a Stereo VCR



Print

Fig. 17H

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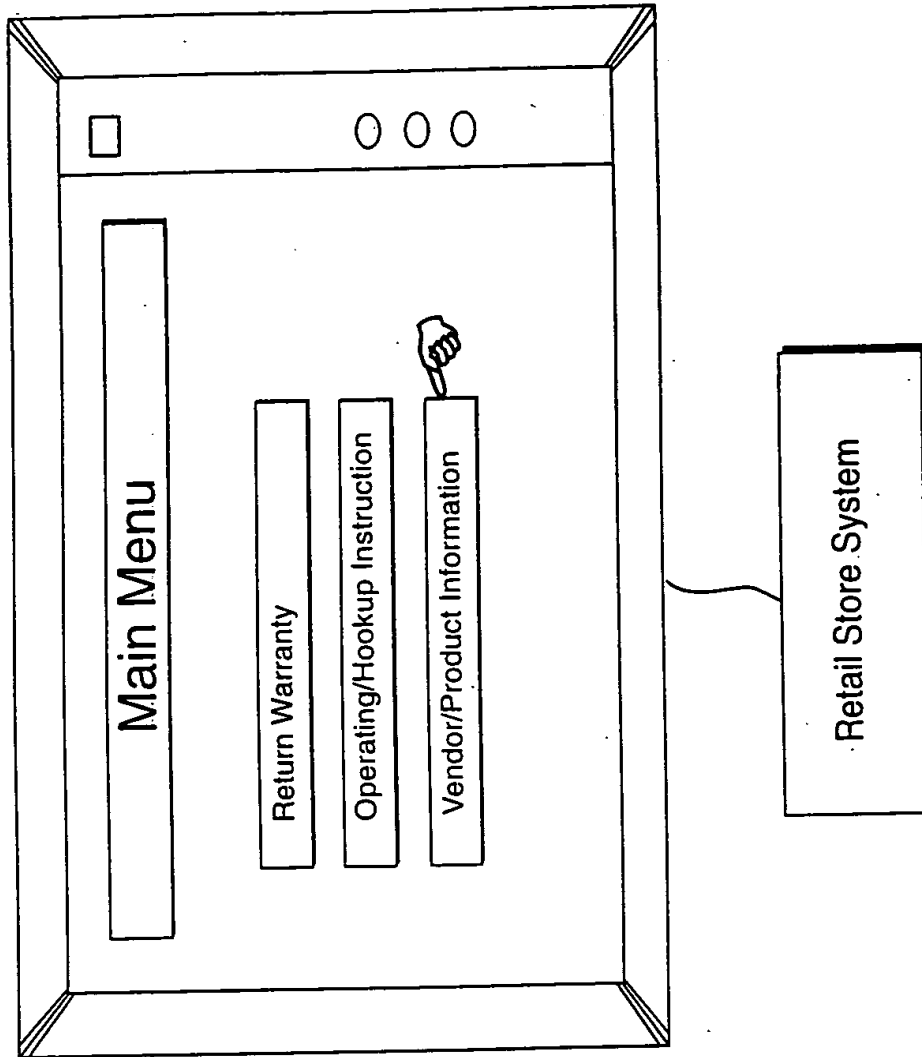
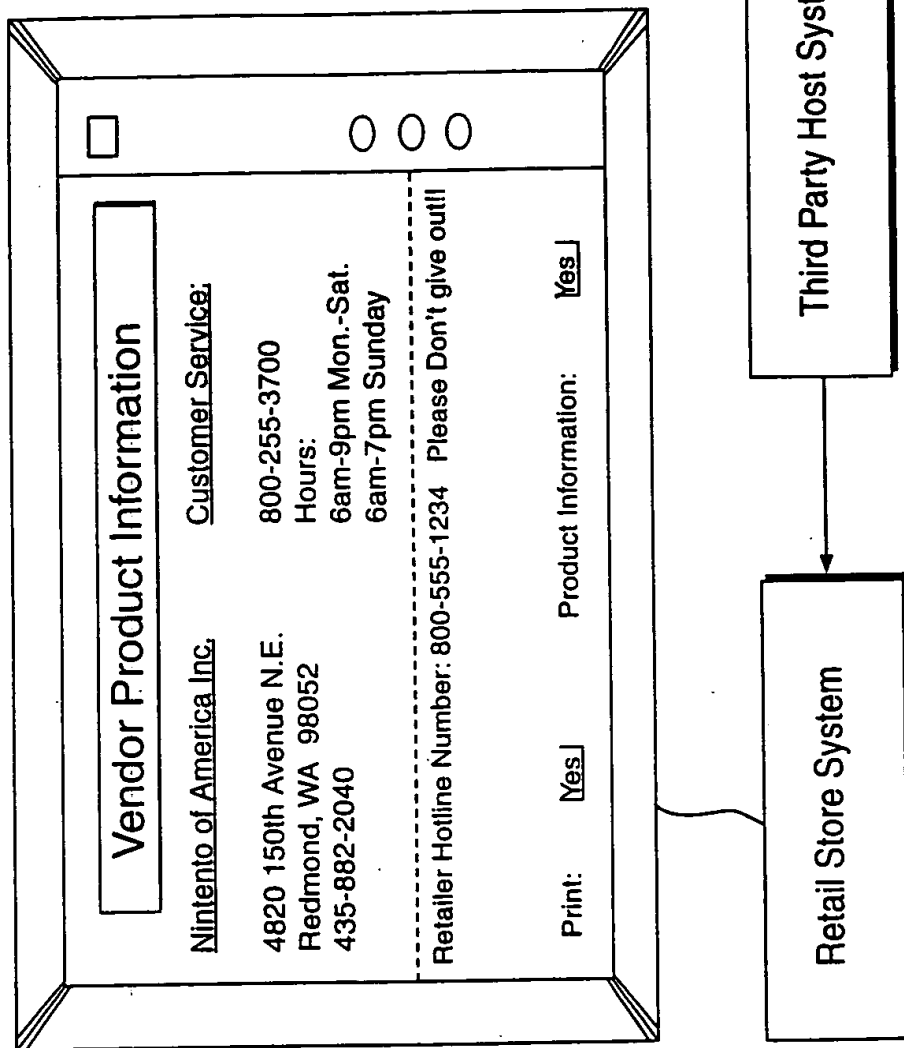


Fig. 18A

005240" F2060560

005240" P2060560

Fig. 18B



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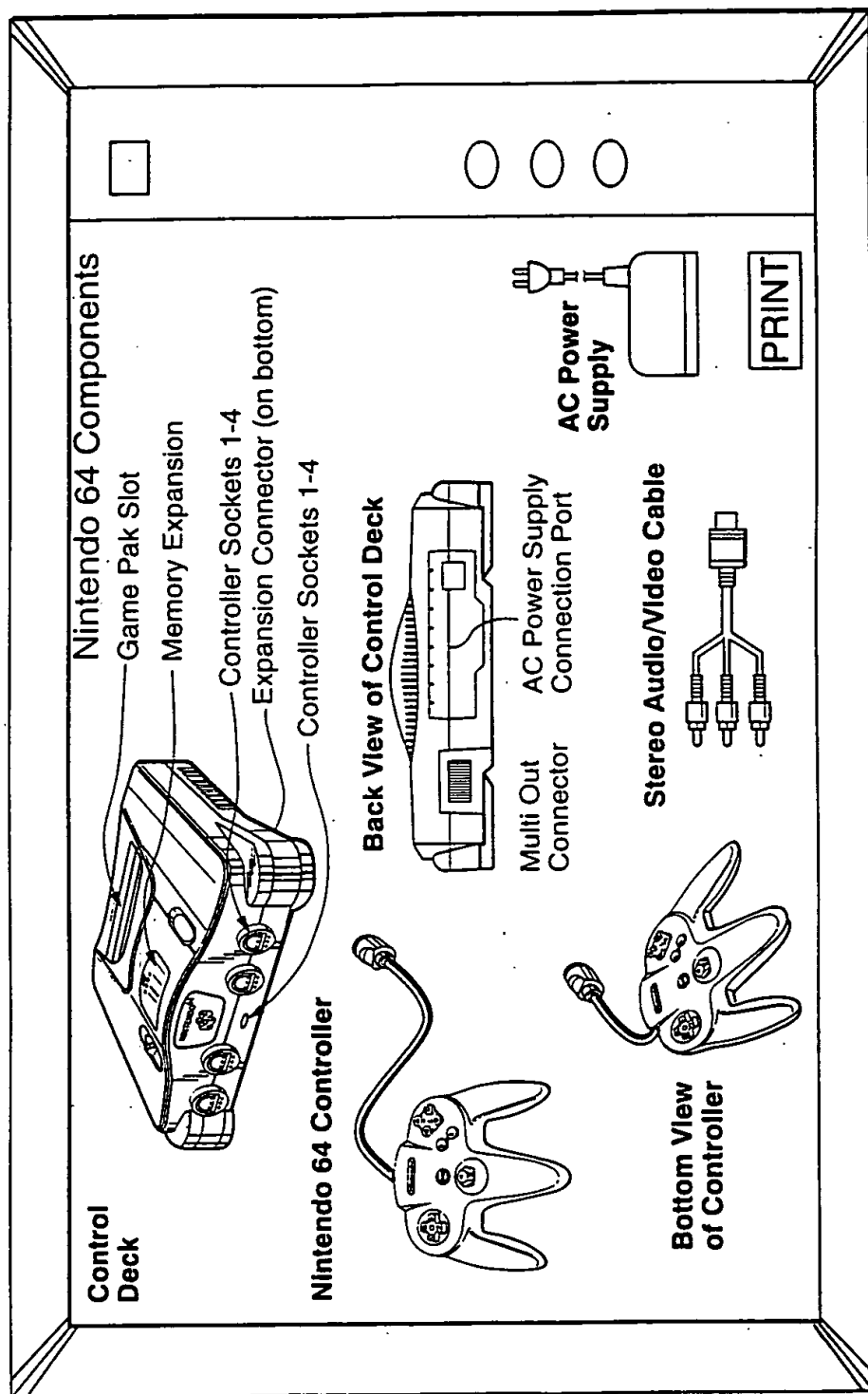


Fig. 18C

005240" F2060560

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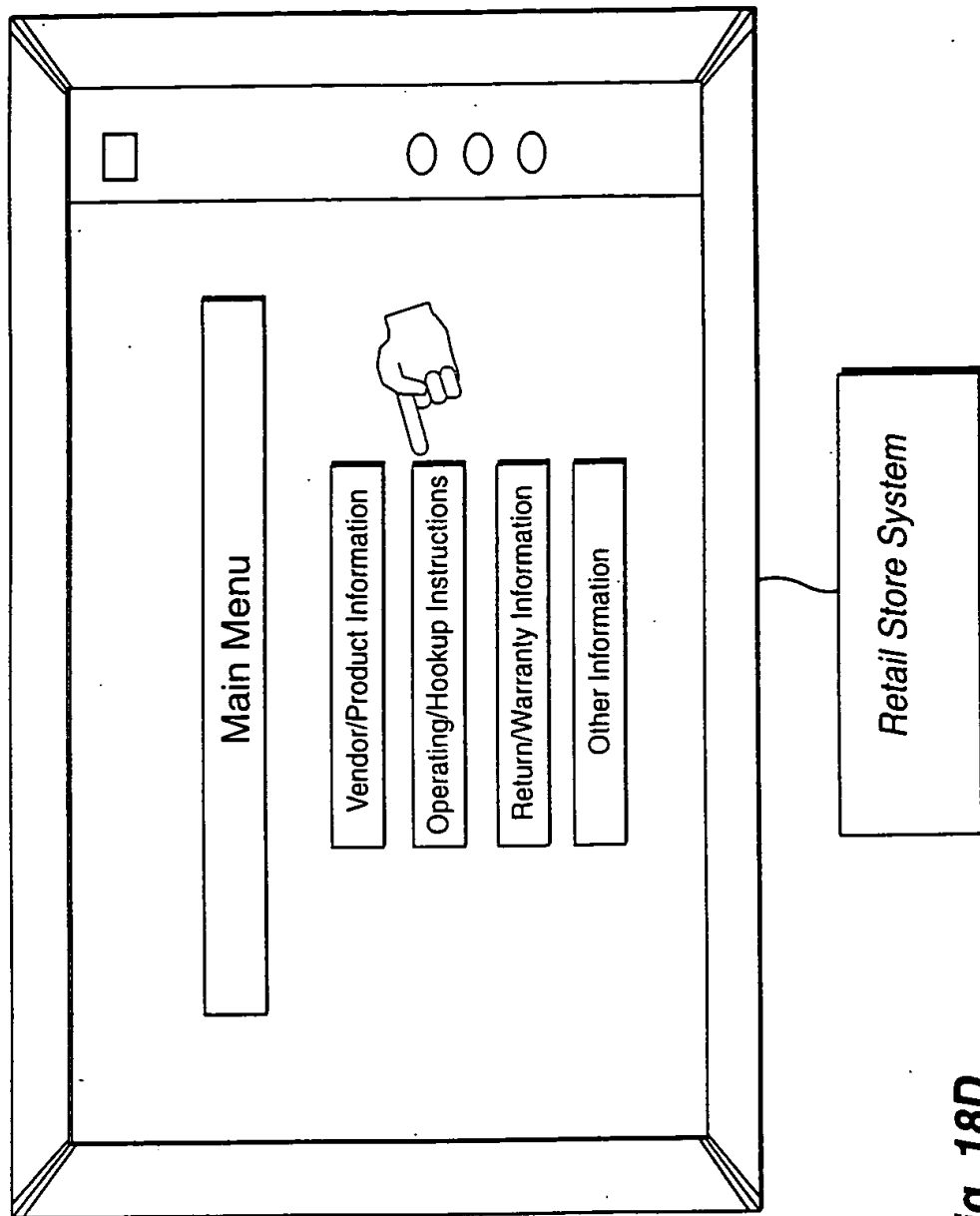


Fig. 18D



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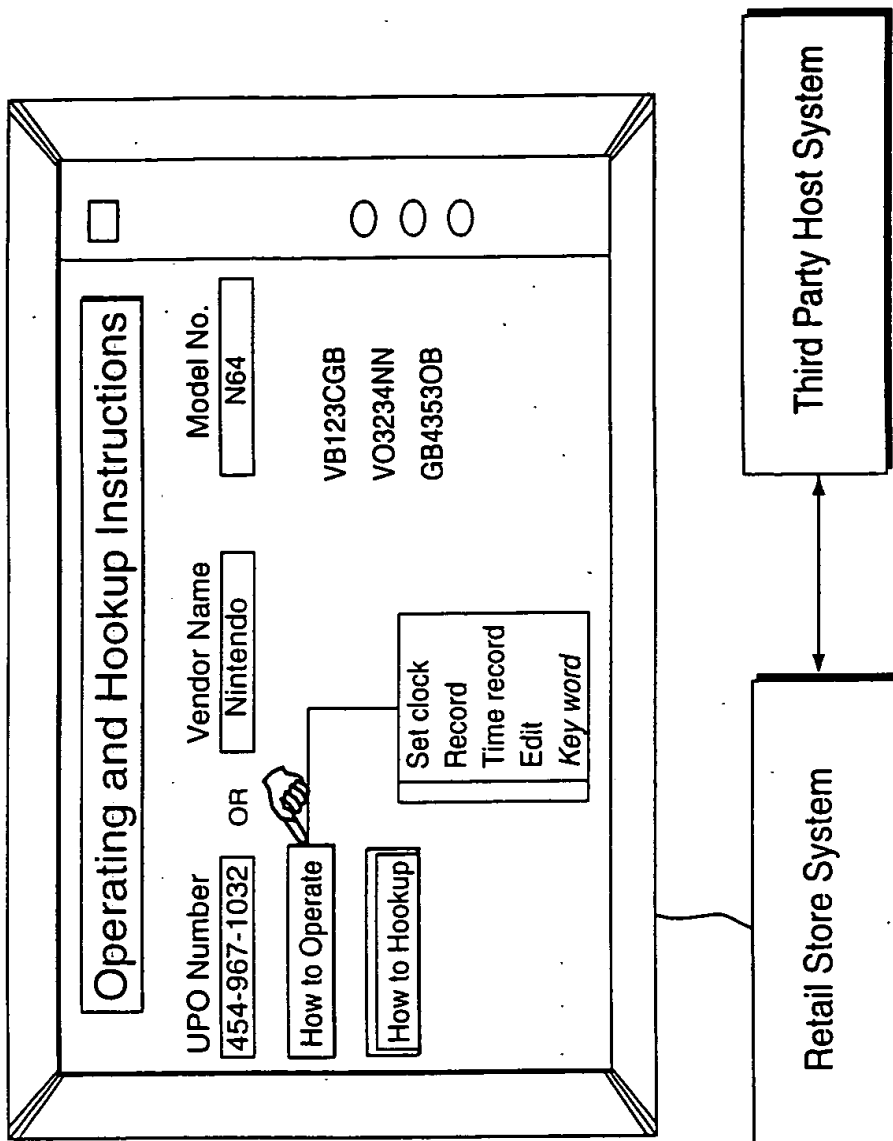


Fig. 18E

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005220" 12050560

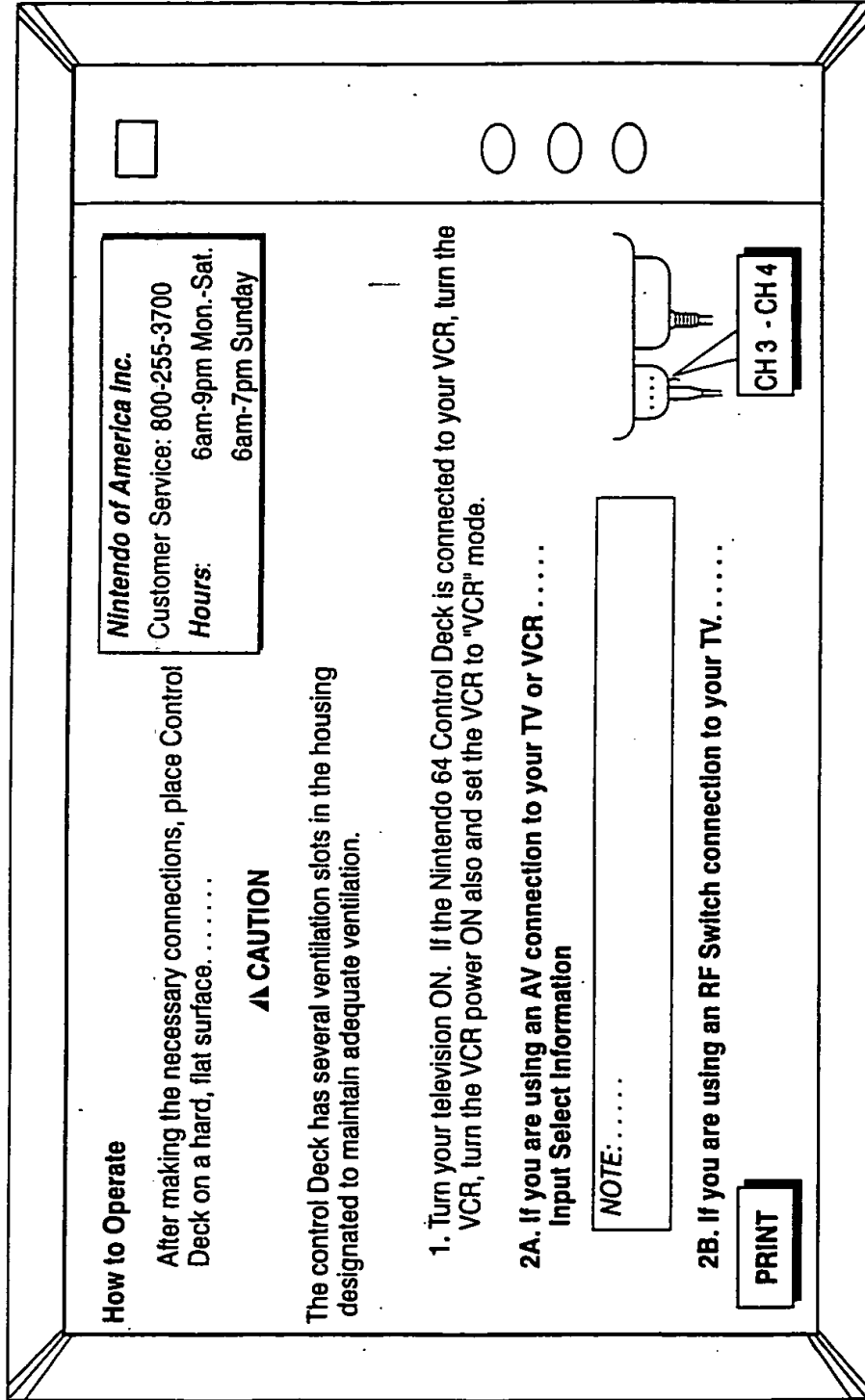


Fig. 18F